Mapping Herring Spawn

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2005

Canadian Manuscript Report of Fisheries and Aquatic Sciences 2714

Fisheries and Oceans   Pêches et Océans

Canada

Canadian Manuscript Report of Fisheries and Aquatic Sciences

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105-05571/

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Fisheries and Aquatics Sciences 2714

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Cat. No. Fs 97-4/2714E ISSN 0706-6473

Correct citation for this publication:

McCarter, P.B., Daniel, K.S., and Hay, D.E. 2005. Mapping herring spawn. Can. Manuscr. Rep. Fish. Aquat. Sci. 2714: 168 p.

ABSTRACT

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Pacific herring spawning data has been collected along the shorelines of British Columbia (BC) for over 70 years. Marine vegetation substrates, spawning dates, estimated lengths, widths and intensities of egg depositions have been recorded since 1928. In 1937, surface spawn survey techniques used to acquire this data were expanded to cover all regions of BC. In 1988, SCUBA diver transects became the standard methodology to assess BC herring spawn depositions. These more detailed records include information on the location and date of spawning and actual diver measurements or estimates of the length, width and density of benthic herring egg depositions. Nearly all of the data records include reference to specific locations, from which geographical coordinates can be determined. About 70 percent of the original records were also indicated on maps. Most field data from these surveys have been entered into a relational database that has been used primarily for stock assessment since the 1970's. Applications in habitat assessment have had to wait for the development of geographical information systems (GIS). In 1997, a project was initiated to depict herring spawning sites using a GIS. Previous and current spawn mapping methods are described and discussed and the strengths and weakness of each mapping method are documented. Recently, steps have been taken with the primary goal of developing a flexible mapping system that is compatible with changing survey methodologies and variable resolution spawn mapping data.

RESUME

McCarter, P.B., Daniel, K.S., and D.E. Hay. 2005. Mapping herring spawn. Can. Manuscr. Rep. Fish. Aquat. Sci. 2714: 168 p.

Des données sur les pontes de hareng du Pacifique sont recueillies le long des côtes de la Colombie-Britannique (C.-B.) depuis plus de 70 ans. Les substrats végétaux marins, les dates de ponte, la longueur et la largeur des frayères et l'intensité des pontes sont consignés depuis 1928. En 1937, les relevés des pontes effectués depuis la surface de l'eau pour obtenir ces données ont été étendus à toutes les régions de la C.-B. En 1988, la méthode de relevé par transects en plongée autonome a été adoptée comme méthode standard pour évaluer les pontes de hareng en C.-B. Ces relevés plus détaillés fournissent de l'information sur les lieux et les dates de ponte et des mesures directes ou des estimations -effectuées par les plongeurs - de la longueur et de la largeur des frayères ainsi que de la densité des pontes benthiques de hareng. Les données précisent presque toutes les endroits où elles ont été recueillies, endroits dont on peut déterminer les coordonnées géographiques. De plus, environ 70 p. 100 des données ont été rapportées sur des cartes. La plupart des données de terrain issues de ces relevés ont été versées dans une base de données relationnelle qui a servi principalement à l'évaluation des stocks depuis les années 1970. Les applications en matière d'évaluation des habitats ont dû attendre l'élaboration de systèmes d'information géographique (SIG). En 1997, on a entrepris un projet visant à décrire les frayères de hareng au moyen d'un SIG. Dans le présent document, on décrit et analyse les méthodes passées et actuelles de cartographie des pontes et on traite des forces et des faiblesses de chacune. Récemment, des efforts ont été faits dans le principal but d'élaborer un système cartographique souple, permettant d'intégrer les changements dans les méthodes de relevé et la variation dans la résolution des données cartographiques sur les pontes.

INTRODUCTION

Records of Pacific herring (*Clupea pallasi*) spawning in British Columbia (BC) began in 1928, in the Strait of Georgia. Earliest records consisted of notes of the location of herring spawning areas, including the date and approximate dimensions (length and width) and an estimate of spawn intensity (Hay and Kronlund 1987). About 70% of the records also have accompanying field maps. Many of the earliest maps were hand drawn, crudely estimated, and were usually not to scale. Other, more recent herring spawn maps were collected from SCUBA diver surveys (Humphreys and Haegele 1976, Humphreys and Hourston 1978, Emmett and McElderry 1985, Schweigert *et al.* 1990) and drawn and interpolated using actual measurements of length (m) and width (m) of intertidal and subtidal, benthic egg depositions.

All of these records of herring spawning have been archived at the Pacific Biological Station in Nanaimo, British Columbia. These records have two forms: the original paper records (or photocopies) and an electronic database, started in the 1970's (Hourston *et al.* 1972). Between 1974 and 1983, detailed marine vegetation maps were also constructed using low-level, colour infrared and colour aerial photography at 16 major herring spawning sites (Haegele and Hamey 1976-1982, 1987). These maps delineated major classifications of marine vegetation utilized by spawning herring (rockweed, kelp or brown algae, red algae, green algae, and sea grasses). The vegetation maps were professionally drafted to scale and have recently been digitized by Geostreams Consulting (2003).

During the late 1980's and throughout the 1990's increased interest in historical herring spawning areas led to frequent consultation of the original records. Many of the original spawn maps that were drawn by Fisheries Officers and field personnel were at risk of being damaged or misplaced. Requests for information based on these maps and associated databases were increasing, from various government personnel, environmental and fisheries consultants and the general public. Mailing photocopies was no longer an option. In response to the increased demand, we began to develop two different, but complementary methods to convert the spatial data into digital format. The first, called the *'database-to-map'* method was initially presented in Hay *et al.* (1989) and shows compiled and interpolated spawn distributions, derived directly from the numerical database. The second method, called the *'digitized-spawn-polygon'* approach, is a more conventional GIS approach (using Arcview© software) which presents digital images of the original hand drawn spawn maps.

The *'database-to-map'* method utilizes a simple, computer mapping program that plots geographical reference positions along shorelines at one kilometre (km) intervals. The geographical coordinates of these reference positions were linked to a set of field measurements recorded in a historical herring spawn database. The most consistent field measurements in this database were the lengths (m) of spawn depositions along shorelines, the average widths (m) of spawns perpendicular to shorelines and the density of spawn (using a 1-5 or 1-9 intensity scale and/or egg layers converted to eggs/m^2). The second method (*'digitized-spawn-polygon'*), initiated in 1997, involved digitizing the approximate shapes and positions of each recorded spawn deposition on a standard base map and then establishing a linkage back to the herring spawn relational database using a unique spawn ID number.

The outputs from both mapping approaches are available for public access. Outputs from the *'database-to-map'* approach have been available on the internet for nearly six years and recently, the '*digitized-spawn-polygons*' have been made available for download (zip files). The objective of this report is to describe each of the different mapping methods and point out the strengths and limits of each approach. We stress that, although the two different methods are complementary, there is scope for misinterpretation. This is particularly a concern for potential users of the outputs from the '*digitized-spawn-polygon*' method, who may mistakenly presume that spatially and temporally explicit quantitative estimates of herring spawn can be derived from this approach. Such a presumption is not correct, and it is only the '*database-to-map*' method that will allow such quantitative estimates, but only within one-km segments of the coast, and that is the finest geographical unit available. In contrast, the '*digitized-spawn-polygon*' approach, presents digital images that allow finer geographical resolution of the locations and shapes of herring spawn depositions, but are lacking in linkages to quantitative egg measurements. Herring egg depositions, within digitized polygons, can vary by several orders of magnitude, but the polygons only show presence or absence. At the present time, and for the foreseeable future, there isn't a means to permit finer scale, quantitative mapping of herring egg densities ***within*** polygons. Therefore it is essential that potential users of herring spawn data understand the limits to each mapping method.

METHODS

MAPPING METHOD 1 (*database-to-map*): GEOREFERENCING KILOMETRE POSITIONS

The shoreline kilometre mapping system was developed between 1981 and 1995 and facilitated the first electronic plots of herring spawning areas on digital maps. Time consuming, point and click shape digitizing each herring spawning bed, each year, was not necessary using this approach. Shoreline reference positions (7,800 geographical coordinates), one kilometre apart, provided the means to quickly plot the approximate positions of spawning sites graphically (bubble plots) on several 1:40,000 scale Canadian Hydrographic Service (CHS) digital charts. This low resolution, linear mapping method was amenable to mapping herring spawn since herring often return to spawn in the same general area, but not specific location each year. Each charted herring spawn deposition would extend from a kilometre start position (x) to an end position (x+length) where length was the length (m) of each spawning site measured along the shoreline. Seven thousand, eight hundred kilometre positions were established along the entire BC coast where herring were known to have spawned. Each spawn start position was recorded in the herring spawn database to the nearest 0.1 kilometre. Approximately 30 percent of the herring spawn records, however, do not have accompanying maps and are uncharted. The kilometre start positions of these uncharted spawn depositions were therefore estimated according to a historical median start position calculated for each assigned location name in the database. A standard set of location names and numeric codes (Issacson and Hourston 1972, Hourston and Hamer 1979, Haist and Rosenfeld 1988, or Midgley 2003) have routinely been applied to several herring relational databases. The herring spawn database is one of four, primary herring databases maintained at the Pacific Biological Station which apply a standard location name and numeric code. Other primary databases include the herring catch, bio-sampling (age-length-sex-weight-maturity), and mark and recapture databases.

Mapping *Annual* Herring Spawn Using Standard Reference Positions

Each geographical location name assigned in the herring spawn database can be characterized by a range of kilometre start positions over all years in which records were kept (1928 to the present). Many of these geographical location names cluster (i.e. are subsets of each other) and overlap while other location names can represent lengthy sections of shoreline (i.e. both sides of a 60 km fjord ~ Knight Inlet). Seventy-five percent of these historically assigned location names, however, have spawn start positions that are recorded within a 10 kilometre distance along the shoreline (95 percent of locations are confined within a 50 kilometre distance). A median kilometre start position can therefore provide a positional approximation to a charted position in the absence of an archived spawn position map. Herring spawn positions were either determined directly from archived spawn maps or estimated for each of approximately 28,000 spawn records or spawning events in the database. In this way, spawn positions could be plotted using equal size and discrete measurement units (km) rather than using the positions of geographical location names which were unequal in size and were inconsistently assigned during database development.

The herring spawn relational database is currently stored in MS Access© and is regularly updated as new data is acquired. All data records are subsequently imported into a statistical analysis and plotting software package. We used Systat© customized command macros in batch mode to show proportionately sized circles, each representing the magnitude of recorded spawns along each kilometre of shoreline. This was done for each of 7,800 different latitude and longitude coordinates. Herring spawn depositions less than one kilometre in length were depicted on maps by single circles proportional to estimated depositional areas and egg densities (average egg layers adjusted by percent cover). These circles were plotted on maps to the nearest kilometre integer (no further than a 0.5 km distance away). Spawns greater than one kilometre in length were represented by a consecutive series of circles plotted along shorelines using a simple plotting algorithm (**End km position = Start km position + Length**) where length was the length of spawn measured along the shoreline. Kilometre integers located between the start and end positions of each spawn were also plotted on digital maps. These circles were sized proportionally according to the estimated area and egg density of each separate spawn deposition. Herring spawning sites that were greater than one kilometre in length would usually be depicted by circles of equal size because an average spawn width and egg density was applied. Sometimes, a series of several, small herring spawns occurred (i.e. only a few hundred metres in length) along the same kilometre of shoreline. In these cases, the sum of the estimated areas of each separate spawn deposition and the average egg density would be determined and depicted by circle size at each kilometre integer position. An example of a CHS-based, kilometre shoreline map is shown in Figure 1.

Mapping *Cumulative* Herring Spawn Using Standard Reference Positions

Cumulative spawn distributions over a chosen time series (i.e. 1928 to the present) can be displayed on maps by expanding the herring spawn database to the kilometre level of geographical resolution. Attribute data for each spawning event (i.e. spawning dates, average spawn widths, egg layers, percent cover) and spawn abundance indices based on these measurements were carried along in a data arraying process so that summation at the kilometre level, across all years was possible. A ranking and classification system using the size and colour of circles was implemented to display the results on several 1:40,000 scale digital maps. An example of a CHS-based, cumulative spawn map is show in Figure 2. Separately digitized CHS nautical charts were combined into a single, seamless base map of the BC coast so that 101 detailed shoreline maps of each herring section (Figure 3 from Hay *et al.* 2001) could be exported to a set of uniquely named map files. This batch processing system was developed for all herring sections of the BC coast where herring were known to have spawned.

MAPPING METHOD 2 (*digitized-spawn-polygon*): DIGITIZING POLYGONS

In 1997, we began to digitize the approximate shapes of Pacific herring spawning beds using Spans© geographical information system (GIS). Spans© GIS software was user friendly, inexpensive, and widely used in Atlantic Canada. The same CHS base map used to derive 101 Systat© shoreline maps was also used as the base map to digitize thousands of herring spawn depositions (or polygons) with Spans©. In 1999, Arcview© had become the standard GIS in the Pacific region of Fisheries and Oceans Canada. Herring spawn polygons from 1930 to 2002 were subsequently digitized using Arcview© (version 3.2) during the years, 1999 to 2003.

Over a period of five years, herring spawning sites were depicted by approximately 26,327 polygons set in a geographic projection (distance units in metres) and digitized over a 1:20,000 scale TRIM (Terrain Resource Inventory Management) base map. An example of a digitized herring spawn map is shown in Figure 4. Separate shape files were created for each herring spawning year (1930 to 2002) so that all polygons of each year could be overlaid to form a composite spawn map. An example of a digitized composite spawn map is shown in Figure 5. Approximately 30% of the herring spawn database, however, (mostly pre-1951 records) could not be digitized because corresponding archival spawn maps were not drawn or stored in the archives. Table 1 shows the list of digitized and non-digitized herring spawn records and the explanation for each digitizing decision made by the GIS technician. For example, in some cases, a unique spawn ID number could not be assigned to a spawning area drawn on an archival spawn map and therefore could not be linked to the herring spawn relational database. In other cases, two or more spawn polygons were linked to the same spawn ID number or data row in the spawn database.

Strait of Georgia and Barkley Sound herring spawn depositions have been digitized from 1941 to 2002. In other BC regions, spawn polygons have been digitized from 1930 to 1997. Both "Surface" and "Diver" survey spawn records were digitized. Surface surveys (1928-1986) were primarily conducted by Fisheries Officers while on field patrol. Spawn depositions were often drawn on a set of photocopied sketch maps that comprised a spawn report. The reports consisted of tables of various spawn measurements such as the width, length, and density of spawn and substrate types. Observations were made from beaches, patrol vessels, and sometimes from the air. Grappling rakes were often utilized to assess shallow, subtidal herring spawns. After 1987, SCUBA diver surveys became the standard methodology. Diver transects, perpendicular to shorelines with 350 metre baseline spacing, were established at major herring spawning sites. These diver survey techniques provided more accurate herring spawn width and egg density estimations as surface survey crews often underestimated widths and could not confirm or accurately determine subtidal egg densities.

Setting Up ArcView© For Digitizing Herring Spawns

A project file (i.e. *digitizing.apr*) was created and a "View" opened using ArcView version 3.2. TRIM base maps of the northern and southern BC coastline (*cstn.shp* and *csts.shp*) and shape files for each herring spawning year were subsequently added to this "View". In order to digitize herring spawns of a particular year, a "Theme" (i.e. 2002.shp shape file) must be opened using a drop down menu "Theme" and "Start Editing". Next, the TRIM base map must be magnified using the "Magnifying" button to zoom to that portion of the coastline where spawn depositions required digitizing. It is simpler to orient an archived spawn map to the same orientation as an on-screen TRIM base map than vice versa. This procedure, however, can be time consuming as most of the earlier herring spawn maps were hand drawn and lack the fine coastal details of present day TRIM base maps.

Digitizing *Surface Survey* Spawn Data

Herring spawning areas were digitized using Arcview's "Draw Polygon" function. A polygon can be started by left clicking the computer mouse and creating vertices which produce the outline of the spawning area. An important objective was to replicate the original spawn depictions as closely as possible over the digital map. Sometimes a series of small spawns occurred in close proximity so these were digitized separately rather than as a single polygon. *(Detailed procedural comments explaining digitizing methods follow: If a vertex point is inadvertently placed in the wrong location, must right click mouse and choose "Delete Last Point". A double left click closes the polygon after each polygon is completed. If one of the polygon vertices is not in the correct position once the spawn polygon is completed, choose the "Vertex Edit" tool and click on the polygon. All of the vertices should then appear and the offending vertex can be relocated to the correct position.)* Sometimes only the start of spawn (SOS) and end of spawn (EOS) were marked on archived spawn maps. The detailed shapes of these particular spawn depositions were never recorded. In these circumstances, spawns were digitized as a thin polygon extending along the shoreline between the SOS and EOS coordinates.

Digitizing *Diver Survey* Spawn Data

Similar procedures were followed to create spawn polygons based on diver survey records. Such records account for most herring spawn survey data collected since the early 1990's. A major difference between these and earlier records, however, is that each spawn deposition is bisected by a series of SCUBA diver transects. SCUBA diver field measurements were recorded on transect data sheets. The spawn width (m) was recorded at the bottom of the data sheet on older data sheets and in the top right corner on newer data sheets. This width measurement determined how wide the herring spawn should be digitized at a particular transect location. If the transect line began on the shoreline, the spawn was digitized at that point. If the transect line began seaward of the shoreline, however, the spawn was digitized at the shoreward end of the transect line. The spawn edge or boundary line located between each transect was then interpolated using the two closest spawn width measurements recorded in the data sheets. It was often easier to digitize the outer edges of the spawn first and then digitize the inner edges of the spawn along the shoreline (or the shoreward end of each transect line) as identified on the photocopied charts or maps. Correct spawn widths (m) were easily established on digital maps providing that the map units were set in "metres" under Arcview's "View" and "Properties". In order to check that a digitized polygon width corresponds with a measured spawn width: (1) Click computer mouse creating a vertex point at the outer edge of a transect line, then (2) bring the polygon shape towards the shoreline and (3) click the mouse again at the shoreward end of the same transect line. The segment length, area and perimeter will display in the bottom left hand corner of the "View" window. The segment length should be equal to the transect width (± 2-5m).

In most cases the start and end of spawn (SOS and EOS) were marked on maps or on photocopied charts for each spawn deposition. In cases where SOS or EOS were not indicated on maps or charts, the SOS was established at the first transect line with recorded spawn data and the EOS was established at the midpoint between the last transect with recorded spawn data and the subsequent transect with no recorded spawn. When a "trace spawn" was recorded on the transect data sheet the spawn was digitized as a thin line along the shoreline. Occasionally, spawn deposition shapes were already drawn on field maps. These shapes would be directly digitized only after the transect data sheets were verified to insure that the spawn widths on the map or chart corresponded to those measured and recorded by the SCUBA divers.

ArcView© Digitizing Techniques Applicable to Both *Surface* and *Dive* Survey Records

When the "View" window was too broad to accurately digitize the spawning area, two different digitizing techniques were utilized. The first technique involved zooming in on a TRIM base map and digitizing a single herring spawn into separate polygons. Once the entire spawn is digitized, use the pointer tool, depress the SHIFT key, and click on each of the separate polygons. Each polygon should then be highlighted by six black squares. When all of the polygons are highlighted, use "Edit" and "Combine Graphics". The end result should be one polygon. The second technique involved digitizing a single polygon using the right click options. First, adjust the scale or zoom to the desired area. Then, begin to digitize the polygon. Once the polygon has reached the edge of the "View" window, right click the computer mouse and select "Pan". ArcView will pan the "View" window of the map allowing you to continue digitizing outside the area of view. You can also use the right click mouse option to zoom in or out of the TRIM base map rather than the "Zoom In" and "Zoom Out" tools.

There are several other techniques useful for digitizing a series of connected spawns located along a shoreline. First, the spawn areas are digitized as a single polygon. Then, using the "Split Polygon" tool, the polygon is cut into several polygons as depicted on the archived spawn maps. Alternatively, you can digitize each spawn separately and then attach the adjacent polygons together using the "Draw Line to Append Polygon" tool.

Herring spawn depositions that completely surround islands required digitizing two polygons separately. The larger polygon is digitized to represent the shape of the outer edge of the spawning area. The smaller inner polygon is digitized along the shoreline of the island. Select both of the polygons using the "Pointer" tool with the SHIFT key depressed and then use "View" and "Combine Features" from the drop down menu. A "doughnut" should appear around the island and displays the herring spawn deposition around the island rather than over the island.

Linking the Digitized Spawning Area Polygons to a Relational Database

Spawning dates, lengths (m), widths (m), and egg density measurements are shown either on archived maps, or on diver or surface survey summary sheets. Most of this attribute data has been entered into a relational database. Each spawn record or spawning event in this database has been assigned a unique spawn ID number. If a spawning area on an archived map is clearly identified, the spawn ID number can be linked to a digitized spawn polygon. If a digitized polygon is linked to the spawn relational database, the attribute data displays within an ArcView window. A query table was created in the spawn database with the following columns: Spawn ID number, year, statistical area, spawn start date, spawn end date, spawn location, spawn length, spawn width, survey method, and spawn density. This table was sorted firstly by statistical area and secondly by year to facilitate linking spawn polygons with relational database records. When a spawn ID number is matched to a digitized spawn polygon the ID number can be entered into the attributes table. If the polygon is highlighted in the "View" window the entry will also be highlighted in the attributes table. To open the table, select the "Open Theme Table" toolbar button. Then look for the highlighted record and add the ID number to the ID column using the "Edit" tool. Once the spawn ID number is entered, click the "Select" button to save the spawn ID number in the table.

RESULTS

SHORELINE KILOMETRE POSITIONS

Electronically plotted herring spawn maps using the shoreline kilometre system were first presented using a Visual Basic© program in 1995. These shoreline maps were improved and a website was launched in 1999 (http://www.pac.dfo-mpo.gc.ca/sci/herring/bulletin.htm). Several hundred new kilometre positions have been added to the digital CHS base map of BC since the kilometre system became computationally operative in 1995. Shorelines that have not previously been utilized by spawning herring must be manually geo-referenced with additional kilometre positions. This procedure has been conducted annually since 1995; however, there are still a few minor spawning areas that have not yet been geo-referenced with new kilometre positions and cannot be digitally plotted. Also, several of the original kilometre positions must be re-positioned due to chart measurement errors and discontinuous kilometre position sequences.

Each year, start of spawn (SOS) kilometre positions must be entered into the herring spawn relational database for each spawn record that has an accompanying archived spawn map. This process usually takes a few days of dedicated technician time. In the past, a set of 1:40,000 scale CHS charts, marked with kilometre positions, were used to approximate the SOS positions of each spawn deposition. Recently, efforts have been made to accomplish this same task, more efficiently using ArcView©. Copies of herring spawn maps and reports are received and maintained at the Pacific Biological Station (C. Fort pers. comm.) and are stored in binders for easy access. These hard copy records are used in conjunction with a set of 1:40,000 scale, kilometre-marked CHS charts to assign SOS positions. Several attempts have been made to standardize the format of herring spawning reports received from field surveyors. Over the years, however, many changes have occurred. These changes can sometimes affect the way a spawn deposition is represented on a shoreline kilometre map. An earlier publication (Hay *et al.* 1989) has sometimes been used to position some herring spawns that were difficult to position using the kilometre-marked CHS charts alone.

Several problems were identified when attempting to assign kilometre start positions to each spawn record. Often maps were not stored in the data binders or were not clearly labelled. Sometimes herring spawns occurred in areas where no kilometre positions had been assigned. Occasionally spawning areas did not follow the kilometre sequence direction indicated on the kilometre-marked charts. At other times, spawns were depicted slightly longer or shorter than were actually drawn on the maps because distances between kilometre positions varied. Problems depicting the spawn distribution often occurred when there were a series of overlapping herring spawns along an irregular or convoluted shoreline.

DIGITIZED POLYGONS

Composite herring spawn maps (1930 to 2002) have been exported from ArcView© and are presented on a website: http://www.pac.dfo-mpo.gc.ca/sci/herring/bulletin.htm. These composite herring spawn maps display overlaying polygons using a different colour for each successive spawn year. Readers should recognize that the shapes of recent herring spawns on these particular digital maps will eclipse those of earlier years. The multi-coloured polygons, nevertheless, are in 1531 x 1173 pixel jpeg format and provide a reasonably accurate representation of historical herring spawning areas. At the present time, ArcView© or other GIS application is required to explore individual year spawn polygons or shape files in greater detail. These shape files are presently maintained at the Pacific Biological Station, Nanaimo, BC, and are grouped into three folders corresponding to three digitizing sessions: Session 1 (7,375 polygons): Strait of Georgia and Barkley Sound including Statistical areas 13 to 23, 28 and 29; Session 2 (6,792 polygons): Central coast region including Statistical areas 6 to 11, and Session 3 (12,160 polygons): Queen Charlotte Islands, Prince Rupert District and the West coast of Vancouver Island including Statistical areas 0 to 5, 12 and 24 to 27. These zipped shape files can be downloaded at: http://www.pac.dfo-mpo.gc.ca/sci/herring/herspawn/pages/default6_e.htm. Year by year sequences of digitized polygons are also displayed on this website for each of the more important herring spawning sections (Herring Sections: 142, 143, 172 and 232). The histories of spawning in other herring sections are viewable on the website in a composite format (all spawn years combined).

Several technical issues were identified in the process of digitizing herring spawn polygons. Table 1 summarizes some of the problems encountered (shown by statistical area and year). Firstly, some of the spawn records in the database could not be digitized for the following reasons: (1) No archived spawn map, (2) No spawn report in the binder, (3) Herring spawns recorded but not indicated on a map, (4) No dive transect data sheets, or (5) Dive transect locations were not marked on a map. Secondly, some spawn ID numbers could not be linked to digitized polygons because: (1) spawns were not labelled on an archived map, (2) spawns were not recorded in the database or (3) there were multiple occurrences of some spawn areas with identical length and width measurements. Thirdly, many surface survey maps were hand drawn and not to scale such that the depositional areas of many herring spawns could not be accurately calculated in ArcView© (each of these occurrences have been recorded in Table 1). Fourthly, some diver-surveyed spawns were not fully digitized in some years because spawn widths were measured only at every second transect (600 m transect spacing rather than the standard 300-350 m). This practice usually occurred when diver survey schedules were pressed for time (P. Midgley per. comm.) or when the weather was poor. Larval hatching occurs approximately two weeks after egg deposition, requiring spawn surveys to be well timed and coordinated. Lastly, any discrepancies detected between the measurements recorded in the database and those in the spawn reports were carefully annotated in Table 1.

A significant issue that developed during the project involved the use of two different digitized base maps. A digital conversion problem from Spans© format using a CHS base map to Arcview© format using a TRIM base map became apparent in 1999. Consequently, some Strait of Georgia and Barkley Sound polygons were later re-digitized over a TRIM base map in order to be consistent with standards applied to other BC regions. Small geographical differences between CHS and TRIM base maps were identified as the source of the problem rather than Spans-to-Arcview conversions. TRIM maps cannot be overlaid over digitized CHS base maps or CHS bathymetry maps without small "shoreline shifts". This problem became apparent when attempting to interface higher resolution maps of CHS shoreline and bathymetry with TRIM-based herring spawn polygons. An example of a detailed spawn map revealing a "shoreline shift" is shown in Figure 6. We have consequently conformed to the current regional trend towards mapping most land or shore-based natural resources on TRIM maps and ocean-based, fishery resources on CHS shoreline or bathymetry maps. Conversion software may be required to properly interface shore-based, TRIM herring spawn polygons with other CHS mapped resources.

DISCUSSION

A methodological summary of two different methods of mapping herring spawn is presented in this report. Both methods were developed to respond to different requirements, and it is essential that potential users of herring spawn data understand the relative strengths and limits to each approach. Digitized spawn polygons (method 2) reveal the approximate shapes of spawn depositions relative to the shoreline (i.e. narrow, wide or variable width) whereas kilometre reference point maps (method 1) show the approximate magnitude of spawns at estimated positions at one kilometre resolution. Approximately 30 percent of the spawn records could not be digitized for various reasons (see Table 1) and this level of incompleteness could lead to serious misinterpretations of the distribution and continuity of digitized polygons when viewed over a time series. There are also some other recognized errors associated with digitized spawn polygon mapping. Many of the original spawn deposition shapes were of questionable quality because many of the pre-diver survey maps were crudely sketched. Estimates of spawn width were sometimes conducted by simply estimating surface milt distributional patterns, observed from a beach, patrol vessel, or float plane. Shore-based surveys may have used only grappling rakes to determine spawn width, so spawn widths were not necessarily reliable. Detailed SCUBA diver transect sampling did not become routine until after 1987, and even then, such estimates were not made for all areas of the coast.

Although there are serious quantitative limitations with the digitized spawn polygons, they do have potentially important roles in various issues associated with coastal zone planning. For instance, although the spawn widths are estimated crudely, it is likely that the exact position along shorelines is reasonably accurate, probably at much finer precision than is shown for the one-km positions derived from the *'database-to-map'* method. For this reason, the digitized polygons provide useful references for anyone wanting to evaluate the likely occurrence of herring spawn in records relative to various coastal developments that impact specific points along shorelines, such as (i) urban impacts and shoreline reinforcement, storm water and sewer outfalls, or (ii) forest industry impacts, such as dry land sorts that may impact several hundred metres of shoreline, or (iii) mariculture installations for shellfish and finfish. The digitized polygons would have potential application to all such inquiries, with the qualification that these polygons only show herring spawn *distribution*, and not *abundance*. There also could be some potential applications for anyone interested in comparing geographically detailed changes in coastal zones, perhaps looking for changes in herring spawn associated with vegetative changes (i.e. eelgrass) or other specific faunal or floral associations or changes.

Inappropriate used of digitized spawn polygons would include any attempt to portray either the spatial or temporal continuity of herring spawning for geographically large areas (i.e. for most areas > 10 km of shoreline. For instance, information from digitized spawn polygons probably have nothing to contribute to anyone attempting to evaluation the effect of an MPA (marine protected area) on herring, unless such a proposed MPA were no more than a few km in size. Similarly, digitized herring spawn polygons can add no useful information to anyone wanting to evaluate impacts of broad coastal impacts, such as oil spills or climate change scenarios. In all such instances, coastal impacts would be in excess of a few km of shoreline, so the output from the km-based, *'database-to-map'* method would be the most appropriate.

In contrast to the digitized spawn polygons (method 2), shoreline kilometre mapping (method 1) more closely matches the resolution level of the data acquisition methods, at least for the pre-diver era (1928 to 1986). Systat© algorithms directly plot or estimate the locations of **all** herring spawning records in the database (all surface and diver records). The shoreline kilometre system also permits multiple year, cumulative spawn analysis at one kilometre resolution. Recent SCUBA diver survey transects, however, perpendicular to the shoreline with 350 metre spacing have become the standard methodology. The higher resolution of this diver survey data is not fully expressed using lower resolution, shoreline kilometre methods. A greater number of diver survey measurements (spawn widths, egg layers, and percent cover) are now routinely acquired along each transect, but these measurements are not fully utilized using the shoreline kilometre method. It is not likely that this additional data can be easily incorporated into the digital mapping process without a major overhaul of the present shoreline kilometre system.

In addition to the much lower spatial resolution, the shoreline kilometre method also has several other shortcomings. Shoreline kilometre positions were originally established on 1:40,000 scale CHS nautical charts in the early 1980's. Latitude and longitude coordinates were extracted from these charts using chart calipers and errors frequently occurred using this laborious method. Fine tuning or re-positioning of these geographical points using a GIS system is required for more accurate depictions on maps. Another shortcoming was related to the tracking direction of the kilometre baseline that attempts to follows the shoreline. This discontinuous kilometre baseline winds along a route parallel to the high or low tide mark which can sometimes pose problems in some herring sections where there are many small islands or islets. Distances between kilometre positions can vary depending on the particular route that is measured. The kilometre mapping system often fails to depict spawns accurately and some spawns are clearly misrepresented using this system. The main strength, however, is that **all** recorded spawns (low and high resolution data) can be electronically plotted on CHS digital maps with a direct link to the relational database.

One of the most common misinterpretations of herring spawn maps is that herring spawning stock biomass (SSB) can be determined simply by viewing the maps such as those derived from the '*digitized-spawn-polygon*' method. Even the most recent SCUBA diver-surveyed, digitized polygons are not indicative of SSB as egg densities can vary considerably *within* each estimated polygon. Furthermore, there are many other components that enter into the stock assessment process. Formal herring stock assessments (i.e. Schweigert, J. 2004) are conducted annually and are routinely reviewed by the Pacific Scientific Advice Review Committee (http://www.pac.dfo-mpo.gc.ca/sci/psarc/ResDocs/res_docs_e.htm). The reader should consult these documents for information on herring stock abundance and forecasts.

FUTURE DIRECTIONS

The digitization of standard SCUBA diver transects using 350 metre baseline spacing has been proposed recently and this work is under way. Since standard diver transects are becoming established as permanent geographical reference lines, these digitized lines may eventually be used to digitally map the boundaries of major herring spawning areas. A new data processing system, building on the strengths of both the shoreline kilometre method and the digitized polygon method is envisioned. Compatibility with variable resolution spawn mapping data would be an important feature of the new system so that older and newer data could display within the same system. This step and others like it should facilitate the delineation or interpolation of herring spawning areas directly from detailed, diver-surveyed measurements and should lead to improved habitat mapping and stock assessment capability.

ACKNOWLEDGEMENTS

The primary acknowledgement goes to Dr. Albert Tester, and his colleagues who started the herring spawn data collection in the 1920's and 1930's. Thereafter we acknowledge the perseverance of the many Fishery Officers and divers, working throughout the BC coast, for continuing these data collections. We also acknowledge the efforts of more recent researchers, such as the late Dr. Alan Hourston, and his colleagues in the early 1970's, who had the foresight to assemble these records into an electronic database. We also acknowledge the early efforts of Carl Haegele, who, in the 1980's, was the first to develop an approach that depicted both the temporal and spatial variation in these records. More recently, we would like to thank Charles Fort, Brad Mason, Jacqueline Booth and Dwight McCullough for their comments and suggestions throughout the stages of this project. Preliminary digitization of herring spawning areas in the Strait of Georgia, Central Coast and Barkley Sound were coordinated and supervised by Andrew Thomson and conducted by Shelley Jepps, Kerra Shaw, Wendell Hoyseth, Candice Blondin, Candice Morris, Rebecca Barnstead and Tasha Langley. Spawn map digitizing in all other BC regions and re-digitizing (to the year, 2002) of Strait of Georgia and Barkley Sound spawns was completed by Kristen Daniel with assistance from Matthew Thompson. Funding for this project was provided by the Herring Conservation and Research Society, Parks Canadian Heritage and Fisheries and Oceans Canada.

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Table 1. Herring spawn digitization issues identified in statistical areas 00 to 05 and 12 to 29 for the years 1928 to 2002. In the table the column 'Year' refers to the year of a herring spawning event. Under the second column, the 'CHT#' refers to a unique chart number assigned to each spawn map (or photocopied chart) contained within a herring spawn report. The ID# refers to a unique identification number assigned to each herring spawning event. This number was recorded in a herring spawn relational database and directly links each digitized spawn polygon to each respective spawn record (or row of data) in the database. The term 'NO CHT#' or 'no ID#' refers to herring spawn records that were marked on an unlabelled map in a spawn report but were not listed in the herring spawn relational database. Instances where **CHT#, ID#, or No CHT# or ID#** appear in bold font indicates spawn records that could not be digitized (with reasons given in the comment field). The column 'Digitizer's Comments' explains data deficiencies and digitizing actions taken. Deficiencies include: no spawn map, spawns not drawn on a map, spawns that were not labelled, spawns were not listed in the herring spawn database, spawns with the same length and width which could not be linked with certainty to the database records, spawn dates and lengths that differed from the herring spawn database, poorly drawn spawn maps (too difficult to digitize), start of spawn and end of spawn positions were not marked on a map (could not digitize), dive transects were not drawn on a map, missing dive transect data, etc.). Abbreviations used in this column include: SOK (spawn-on-kelp operation), L (spawn length), W (spawn width), m (metres), y (yards).

Statistical Area 00

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 00
1940	**ID# 1**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 2**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 3-4**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 5**	No map. Could not digitize the spawn or assign the ID#.	
1953	**ID# 6-8**	No map or data. Could not digitize the spawn or assign the ID#.	
1957	**ID# 9**	No map. Could not digitize the spawn or assign the ID#.	
1962	ID# 41-42	Security Cove (ID# 41-42) spawns appears to be mislabelled. 'A' spawn length appears to match 'B' spawn shape on map and vice versa. Digitized the spawn and assigned ID# using the map labels.	
1963	ID# 49, 52	Port Louis (ID# 49, 52) has two 366m (400y) spawns were not labelled on the map. Digitized the spawn, but could not assign the ID#.	
1964	ID# 63-67, 71	Downie Is (ID# 63), Louscoone Inlet (ID# 64-67), and McKenzie Cove (ID# 71) spawns were not numbered on the maps. Digitized the spawn, but did not assign the ID#s.	
1965	**ID# 76**	Unknown Section 003 (ID# 76) No map. Could not digitize the spawn or assign the ID#.	
1966	ID# 77, 79	Port Louis (ID# 77, 79) spawns #2-3 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1967	ID# 91, 93	Port Chanal (ID# 91, 93) spawn #2-3 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1968	ID# 101, 103	Shields Bay (ID# 101, 103) spawns #1-2 were the same length and width. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 00
1972	ID# 166, 172	Inskip Channel (ID# 166, 172) spawn #2 and #4 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 153, 162	Louscoone Inlet (ID# 153, 162) spawns #1-2 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 193-196	Inskip Channel (ID# 193-196) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 204, 209	Inskip Channel (ID# 204, 209) spawns #1-2 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 210-214	Security Inlet (ID# 210-214) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 249-280, 286	Seal Inlet (ID# 249-280, 286) spawn #1 and spawns #7-8 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 255, 261	Louscoone Inlet (ID# 255, 261) spawns #1-2 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 244, 246	Louscoone Inlet (ID# 244, 246) spawns #3-4 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 264, 272	Louscoone Inlet (ID# 264, 272) spawns #7-8 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 268, 264/272, 271	Louscoone Inlet (ID# 268, 264/272, 271) spawns #6-7, and spawn #10 were one continuous spawn. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 243, 270	Louscoone Inlet (ID# 243, 270) spawns #3-4 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1976	CHT # 7600002-7600003	Much of the spawn on CHT# 7600002 overlaps the spawn digitized from CHT# 7600003. Digitized the spawn and assigned the ID#s.	
1977	ID# 316, 318	Seal Inlet (ID# 316, 318) spawns #2-3 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1978	**ID# 319**	Newcombe Inlet (ID# 319) spawn was not drawn on CHT# 7800011. Could not digitize the spawn or assign the ID#.	
1978	**ID# 322**	Louscoone Inlet (ID# 322) spawn was not drawn on CHT# 780009. Could not digitize the spawn or assign the ID#.	
1978	CHT# 7800008	Louscoone Inlet spawn drawn on CHT# 7800008 marked with "?". Digitized the spawn, but did not assign the ID#.	
1978	ID# 327, 329	Louscoone Inlet (ID# 327, 329) spawns #7-8 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 323, 328	Louscoone Inlet (ID# 323, 328) spawn marked #1 & #2 (one spawn polygon). Digitized the spawn, but did not assign the ID#s.	
1978	ID# 321, 324	Louscoone Inlet (ID# 321, 324) spawns #5-6 were drawn as one continuous spawn on CHT# 7800007. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 00
1978	ID# 341, 347	Seal Inlet (ID# 341, 347) spawns #7-8 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 339	Seal Inlet (ID# 339) spawn #4 was not drawn on CHT# 7800003. Could not digitize the spawn or assign the ID#.	
1979	ID# 379, 382	Inskip Channel (ID# 379, 382) spawn #1 and spawn #3 were the same length and width. Digitized the spawn, but did not assign ID#s.	
1979	ID# 388-390	Shields Bay (ID# 388-390) spawns #1-2 and spawn #4 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 398, 400	Seal Inlet (ID# 398, 400) spawns #1-2 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 466, 472	Kiokathli Inlet (ID# 466, 472) spawns #5-6 were not drawn on CHT# 8000009. Could not digitize the spawn or assign the ID#s.	
1981	ID# 481, 491	Port Louis (ID# 481, 491) spawn #3 and spawn #7 were the same length and width. Digitized the spawn, but did not assign ID#s.	
1982	ID# 578-579, 581-582	Louscoone Inlet (ID# 578-579, 581-582) has four 400x10 yard (395x10m) spawns on CHT# 8200001; however the herring spawn database lists three 400x10 yard (395x10m) and one 691x5m spawn. Digitized the spawn, but did not assign the ID#s.	
1982	CHT# 8200004	Flamingo Inlet (ID# 588) has two spawns drawn on CHT# 8200004, but there was only1 ID# listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1982	CHT# 8200005-8200007	Newcombe Inlet, Tasu Sound, and Inskip Channel spawns on CHT# 8200005-82000007 were not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	CHT# 8200008	Inskip Channel spawns #1-5 on CHT# 8200008 were not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	**ID# 611**	Seal Inlet (ID# 611) spawn #5 was not drawn on CHT# 8200016. Could not digitize the spawn or assign the ID#.	
1982	ID# 563-564	Port Louis (ID# 563-564) spawn #2 and spawn #4 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 616, 618	Otard Bay (ID# 616, 618) has two 300x20 yard (274x18m) spawns on drawn on CHT# 8200022; however, the herring spawn database lists one 274x18m spawn and one 457x18m spawn. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 643	Louscoone Inlet (ID# 643) spawn #16 was 100x5m on CHT# 8300002 although the herring spawn database lists the spawn as 90x5m. Digitized the spawn, but did not assign the ID#.	
1983	**ID# 634, 636**	Downie Island (ID# 634, 636) spawns #1-2 were not drawn on CHT# 8300014). Could not digitize the spawn or assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 00
1984	ID# 698-700	Port Chanal (ID# 698-700) measurements were in yards on CHT# 8400004 and in the herring spawn database. The measurements have not been converted from yards into metres.	
1986	ID# 736, 739	Inskip Channel (ID# 736, 739) spawn #2 and spawn #5 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1987	**ID# 753**	Louscoone Inlet (ID# 753) spawn was not drawn on CHT# 8700001. Could not digitize the spawn or assign the ID#.	
1987	8700001	Louscoone Inlet (ID# 752-755) spawn was drawn as straight lines through land on CHT# 8700001. Unsure if this was representative of the spawn.	
1988	**ID# 760-766, 805**	Port Louis (ID# 760-766) and Otard Bay (ID# 805) No map. Could not digitize the spawn or assign the ID#.	
1988	ID# 782, 792	Louscoone Inlet (ID# 782, 792) spawn #3 and spawn #5 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 785, 790	Louscoone Inlet (ID# 785, 790) spawn #6 and spawn #10 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 809, 811	Staki Bay (ID# 809, 811) spawn #1 and spawn #8 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 795	Inskip Channel (ID# 795) spawn #2 on CHT# 8800012 was partially on land when digitized on the TRIM map. Assumed the spawn was not on the land, therefore, removed the spawn that was digitized on the land. Digitized the spawn and assigned the ID#.	
1989	**ID# 868-879**	Inskip Channel (ID# 868-875), Tingley Cove (ID# 876), Ogilvie Island (ID# 877), Alured Point (ID# 878), and Shields Island (ID# 879) No map. Could not digitize the spawn or assign the ID#.	
1989	**ID# 585-863**	Otard Bay (ID# 858-863) spawns were not clearly drawn or labelled on CHT# 8900001. Could not digitize the spawn or assign the ID#s.	
1989	ID# 848, 851	Tartu Inlet (ID# 848, 851) spawns #6-7 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 843, 853	Tartu Inlet (ID# 843, 853) spawn #4 and 12 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1989	CHT# 8900002	Tartu Inlet spawn #15 drawn on CHT# 8900002; however, was not listed in the herring spawn database. Digitized the spawn, but did not assign ID#.	
1989	ID# 826-835	Inskip Channel (ID# 826-834) and Peel Inlet (ID# 835) spawns on CHT# 8900003-8900006 have no spawn shapes drawn on maps. There were only lines marking the start and end points of the spawn. Digitized the spawns as thin lings along the coast and assigned ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 00
1989	ID# 831-832	Inskip Channel (ID# 831-832) Spawn #9-10 on CHT# 8800006 appears partially on land when digitized on the TRIM map. Assumed the spawn was not on the land, therefore, removed the spawn that was digitized on the land. Digitized the spawn and assigned the ID#s.	
1989	**ID# 824-825**	Port Chanal (ID# 824-825) no spawn (or start and end lines) was drawn on CHT# 8900007. Could not digitize the spawn or assign the ID#s.	
1989	**ID# 842**	Seal Inlet (ID# 842) no spawn (or start and end lines) was drawn on CHT# 8900008. Could not digitize the spawn or assign the ID#.	
1989	**ID# 867**	Staki Bay (ID# 867) spawn #4 was not drawn on CHT# 8900009. Could not digitize the spawn or assign the ID#.	
1989	**ID# 819**	Port Louis (ID# 819) spawn #1 was not drawn on CHT# 8900010. Could not digitize the spawn or assign ID#.	
1990	**ID# 868-879**	Inskip Channel (ID# 868-875), Tingley Cove (ID# 876), Ogilvie Island (ID# 877), Alured Point (ID# 878), and Shields Is (ID# 879) No map. Could not digitize the spawn or assign the ID#.	
1991	ID# 885-886	Inskip Channel (ID# 885-886) spawn #7 and 9 were the same length and width on CHT# 9100001. Digitized the spawn, but did not assign the ID#s.	
1992	**ID# 23849**	Clonard Bay (ID# 23849) transects #30-31 were not drawn on the CHT# 9300003. Could not digitize the spawn or assign the ID#.	
1992		Five maps with spawns data not included in the herring spawn database. These were duplicates of dive survey spawn. Did not digitize.	
1994	**ID# 9400001**	Clonard Bay (ID# 9400001) transects #1-3 lengths were zero metres on CHT# 9400001. Could not digitize the spawn or assign ID#.	
1994	ID# 24117-24118	Louscoone Inlet East (ID# 24117-24118) spawns #2-3 were the same length and width on CHT# 9400005. Digitized the spawn, but did not assign the ID#s.	
1996	**ID# 25897-25899**	Port Louis (ID# 25897), Shields Bay (ID# 25897), and Englefield Bay (ID# 25899) No map. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25865**	Cadman Pt (ID# 25865) spawn #3 was not drawn of the CHT# 0. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9700001**	Rennell Sound (ID# 9700001) no spawn drawn on CHT# 9700001. Could not digitize the spawn or assign ID#.	

Statistical Area 01

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 01
Pre 1951	**No CHT# or ID#**	Map in Pre 1951 spawn folder was not labelled with the year. It has a note none here this year and purple lines drawn at Masset Inlet and Juskatla Inlet. Did not digitize the spawn because the spawn year was unknown.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 01
1934	**ID# 892-893**	Masset Inlet (ID# 892) and Juskatla Inlet (ID# 893) No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 894-895**	Masset Inlet (ID# 894) and Juskatla Inlet (ID# 895) No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 896-897**	Masset Inlet (ID# 896) and Juskatla Inlet (ID# 897) No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 898-899**	Masset Inlet (ID# 898) and Juskatla Inlet (ID# 899) No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 900-901**	Masset Inlet (ID# 900) and Juskatla Inlet (ID# 901) No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 902-903**	Masset Inlet (ID# 902) and Juskatla Inlet (ID# 903) No map. Could not digitize the spawn or assign the ID#.	
1968	ID# 906-907	Swan Lake (Salt Lagoon) (ID# 906-907) spawn was drawn as 1 unlabelled spawn on CHT# 6801001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1970	**ID# 910**	Naden Harbour (ID# 910) No map. Could not digitize the spawn or assign the ID#.	
1982	ID# 1026-1027	Bain Point (ID# 1026-1027) spawns #a-b were the same length and width on CHT# 8201001. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 1038-1042	Naden Harbour (ID# 1038-1042) spawn was drawn as 2 unlabelled spawns on CHT# 8301001 although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1985	ID# 1050-1052	Mutus Island (ID# 1050-1052) spawns #7-9 were the same width and length on CHT# 8501001. Digitized the spawn, but did not assign the ID#s.	
1996	**ID# 25907**	Awun Bay (ID# 25907) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 02

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1937	**ID# 1053**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 1054**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 1055**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 1056-1059**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 1060-1063**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 1064-1079**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 1080-1090**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1944	**ID# 1091-1100**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 1101-1119**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 1120-1140**	No map. Could not digitize the spawn or assign the ID#.	
1947	ID# 1154-1163	Burnaby Strait (ID# 1154), Huston Inlet (ID# 1155-1159), George Bay (ID# 1160), Island Bay (ID# 1161), Tangle Cove (ID# 1162), and Bolkus Island (ID# 1163) spawns were not labelled on CHT# 4702001. Digitized the spawn, but did not assign the ID#s.	
1947	ID# 1141-1153	Pacofi Bay (ID# 1141-1150), Selwyn Inlet (ID# 1151), and Sewell Inlet (ID# 1152-1153) spawn were not labelled on CHT# 4702002. Digitized the spawn, but did not assign the ID#s.	
1948	**ID# 1164-1180**	No map. Could not digitize the spawn or assign the ID#.	
1949	**ID# 1181-1194**	No map. Could not digitize the spawn or assign the ID#.	
1950	**ID# 1195-1211**	No map. Could not digitize the spawn or assign the ID#.	
1951	**ID# 1212-1228**	No map. Could not digitize the spawn or assign the ID#.	
1952	**ID# 1229-1231**	Alliford Bay (ID# 1229), Village Bay (Rooney) (ID# 1130), and Skidegate Village (ID# 1231) No map. Could not digitize the spawn or assign the ID#.	
1953	**ID# 1237-1254**	No map. Could not digitize the spawn or assign the ID#.	
1954	**ID# 1255-1273**	No map. Could not digitize the spawn or assign the ID#.	
1955	ID# 1275-1277, 1279-1282	Burnaby Strait (ID# 1275-1277), Burnaby Island North (ID# 1279-1280), and Section Cove (ID# 1281-1282) spawns were not labelled on CHT# 5502001. Digitized the spawn, but did not assign ID#.	
1955	**No CHT# or ID#**	Tree Island in east Skidegate Inlet (May 29 60x6 yards, May 30-June 2 60x6 yards), Beacon Rock near Alliford Bay (June 16 20x3 yards), and Torrens Island (July 19 10x1 yard) spawns were listed on Herring Spawning Summary sheet, but there were no maps and they were not listed in the herring spawn database. Could not digitize or assign the ID#s.	
1956	ID# 1287-1296	Jedway (ID# 1287), Burnaby Strait (ID# 1288), Huston Inlet (ID# 1289-1290), George Bay (ID# 1291-1292), Kingfisher Cove (ID# 1293), Oyster Cove (ID# 1294), and Bolkus Island (ID# 1295-1296) spawns were not labelled on CHT# 5602001. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1956	**ID#1284-1286**	Skidegate Inlet (ID# 1284), Torrens Island (Bare Is) (ID# 1285), and Tree Island (Jewell IS) (ID# 1286) No map. Could not digitize the spawn or assign the ID#.	
1957	**ID# 1297-1298**	Skidegate Inlet (ID# 1297) and Flowery Islet (ID# 1298) No map. Could not digitize the spawn or assign the ID#.	
1958	**ID# 1302**	Burnaby Strait (ID# 1302) No map. Could not digitize the spawn or assign the ID#.	
1959	ID# 1309, 1313	Burnaby Strait (ID# 1309) and Tangle Cove (ID# 1313) spawns drawn as one continuous spawn on CHT# 5902003 instead of 2 separate spawns. Digitized the spawn, but did not assign ID#s.	
1960	ID# 1315	Kwuna Point (ID# 1315) spawn date on CHT# 6002005 was 25/04/60, but on spawn summary sheet and in the herring spawn database the date was 20/04/60.	
1961	ID# 1326	Burnaby Strait (ID# 1326) spawn marked as continuous to Kingfisher Cove; however, Kingfisher Cove was not shown on CHT# 6102003. Only digitized the spawn that was shown on CHT# 6102003.	
1961	ID# 1325	Torrens Island (Bare Is) (ID# 1325) spawn date on CHT# 6102007 and the spawn summary sheet was 12/05/61, but in the herring spawn database the spawn date was 14/05/61.	
1961	ID# 1323	Alliford Bay (ID# 1323) spawn date on CHT# 6102005 and the spawn summary sheet was 06/05/61, but in the herring spawn database the date was 05/05/61.	
1962	ID# 1334-1335	Torrens Island (Bare Is) (ID# 1334) and Tree Island (Jewell Is) (ID# 1335) spawn date on CHT# 6202007 and the spawn summary sheet was 23/05/62, but in the herring spawn database the date was 21/05/62.	
1963	ID# 1348-1352	Kingfisher Cove (ID# 1348-1352) spawn was not clearly labelled. Each spawn was marked with the spawn date, however, there were multiple dates for a single spawn. Digitized the spawn, but did not assign ID#s.	
1963	ID# 1343-1344	Alliford Bay (ID# 1343-1344) spawn not labelled on CHT# 6302007. Digitized the spawn, but did not assign the ID#s.	
1965	CHT# 6502002	Big Goose Bay spawn on CHT# 6502002 not listed in herring spawn database. Digitized the spawn, but did not assign the ID#.	
1966	**ID# 1375**	Burnaby Strait (ID# 1375) spawn measuring 91x64m was not drawn on CHT# 6602001. Could not digitize the spawn or assign the ID#.	
1967	**ID# 1387-1389**	Barge Point (ID# 1387-1388) and Beattie Anchorage (ID# 1389) No map. Could not digitize the spawn or assign the ID#.	
1968	ID# 1394-1395	Tree Island (Jewell Is) (ID# 1394-1395) spawns #2-3 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1970	ID# 1429, 1431	Cumshewa Inlet (ID# 1429, 1431) spawns #9-10 were the same length and width. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1971	ID# 1450, 1455, 1458	Image Point (ID# 1450, 1455, 1458) Spawn #7 and spawns #10-11 overlap on each another.	
1971	ID# 1461, 1465	Maude Island (ID# 1461, 1465) spawn #1 and #7 (ID# 1461, 1465) overlap on each other.	
1972	ID# 1492-1496	Huston Inlet (ID# 1492-1496) spawn drawn as one continuous spawn on CHT# 7202001, instead of 5 separate spawns. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 1488	Cumshewa Inlet (ID# 1488) spawn #1 marked as continues on to McLellan Island, but McLellan Island was not drawn on CHT# 7202002. Only digitized the spawn that was shown on CHT# 6102003.	
1973	CHT# 7302003	Kitson Point spawn #1 on April 15 measuring 1000x12 yards on CHT# 7302003 were not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1973	**ID# 1535, 1538**	Bolkus Island (ID# 1535, 1538) No map. Could not digitize the spawn or assign the ID#.	
1974	ID# 1574	Bolkus Island (ID# 1574) spawn #2 on CHT# 7402001 appears partially on land when digitized on the TRIM base map. Assumed the spawn was not on the land, therefore, removed the spawn that was digitized on the land. Digitized the spawn and assigned the ID#s.	
1974	ID# 1564, 1568	Jedway (ID# 1564, 1568) spawns #3-4 were the same length and width. Digitized the spawn, but did not assign the ID# s.	
1975	ID# 1600-1601	Kingfisher Cove (ID# 1600-1601) spawns #1-2 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 1591-1592	Barge Point (ID# 1591-1592) spawns #6-7 were labelled as the same spawn on CHT# 7502004. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 1677-1678	Davey Islets (ID# 1677-1678) spawn #1 and spawn #6 were labelled as the same spawn on CHT# 7702007. Digitized the spawn, but did not assign the ID#s.	
1977	**ID# 1643-1651**	Skidegate Inlet (ID# 1643-1647), Alliford Bay (ID# 1648-1649), Maude Island (ID# 1650), and Shingle Bay (ID# 1651) No map. Could not digitize the spawn or assign the ID#.	
1978	ID# 1699-1702	Jedway (ID# 1699-1702) spawns were not labelled. CHT# 7802003 was faded in areas making digitizing hard at times. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 1734-1736	Slim Inlet (ID# 1734-1736) spawns were not clearly labelled on CHT# 7802005. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 1723-1724	Section Cove (ID# 1723-1724) spawn was not labelled on CHT# 7802007. Digitized the spawn, but did not assign ID#s.	
1978	ID# 1704-1715, 1740-1742	Burnaby Island North (ID# 1704-1715), Scudder Point (ID# 1740) and Alder Island (ID# 1741-1742) spawns were not labelled clearly on CHT# 7802008. Digitized the spawn, but did not assign ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1978	ID# 1695-1697	Beattie Anchorage (ID# 1695-1697) spawn not labelled clearly on CHT# 7802010. There was only 2 spawns drawn on CHT# 7802010, but there were 3 spawn records on the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 1680-1681, 1684-1686, 1689-1690	Image Point (ID# 1680-1681), Torrens Island (Bare Is) (ID# 1684-1686), and Haida Point (ID# 1689-1690) drawn as one continuous spawn on CHT# 7802012 instead of 7 separate spawns. Digitized the spawn, but did not assign the ID#s.	
1978	No CHT# or ID#	Cumshewa Inlet map found in file folder with spawn drawn on it, but there was no accompanying spawn data and was not listed in the herring spawn database. Digitized the spawn, but could not assign ID#.	
1979	ID# 1784	Beattie Anchorage (ID# 1784) spawn #5 was 550x15 yards on CHT# 7902002 and the spawn summary sheet; however, the herring spawn database lists the spawns as 183x9 metres. Also the spawn date was 23/05/79 on CHT# 7902002 and the spawn summary sheet; however, the herring spawn database lists the spawn occurring on 21/05/79.	
1979	**ID# 1793**	Conglomerate Point (ID# 1793) spawn #4 was not drawn on CHT# 7902002. Could not digitize the spawn or assign the ID#.	
1979	**ID# 1783**	Beattie Anchorage (ID# 1783) spawn from herring spawn database does not match any of the spawns on CHT# 7902003. Could not digitize the spawn or assign the ID#.	
1979	CHT# 7902003	Beattie Anchorage spawn #12 measuring 200x10 yards on CHT# 7902003 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 1775, 1779	Beattie Anchorage (ID# 1775, 1779) spawn #1 and spawn #13 were labelled as the same spawn on CHT# 7902003. Digitized the spawn, but didn't assign the ID#s.	
1979	ID# 1774	Beattie Anchorage (ID# 1774, no ID# for spawn #12) spawn #2 and spawn #12 were labelled as the same spawn on CHT# 7902003. Digitized the spawn, but didn't assign the ID#s.	
1979	ID# 1776, 1781	Beattie Anchorage (ID# 1776, 1781) spawn #3 and spawn #11 were labelled as the same spawn on CHT# 7902003. Digitized the spawn, but didn't assign the ID#s.	
1979	ID# 1798-1799	Jedway (ID# 1798-1799) spawn #3 drawn as 1 unlabelled spawn on CHT# 7902009 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1979	CHT# 7902009	Jedway spawn #8 on CHT# 7902009 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1979	CHT# 7902010	Slim Inlet spawn #4 on CHT# 7902010 was not listed in the herring spawn database. The spawn was marked as 'spawn washed on shore' on CHT# 7902010. Digitized the spawn, but did not assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1979	ID# 1748	Haida Point (ID# 1748) spawn #2 was 200x100 yards on CHT# 7902011, but the herring spawn database lists the spawn as 91x46 metres.	
1980	ID# 1917-1921	Bolkus Island (ID# 1917-1921) spawn drawn as one continuous spawn on CHT# 8002001 instead of 5 separate spawns. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1961-1973	Poole Inlet (ID# 1961-1973) spawn drawn as 5 unlabelled spawns on CHT# 8002002 instead of 13 spawns as listed in the herring database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1924-1927	Slim Inlet (ID# 1924-1927) spawns were not labelled on CHT# 8002003. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1886-1897	Bag Harbour (ID# 1886-1897) spawn drawn as 6 unlabelled spawns on CHT# 8002005 instead of 12 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1867-1881, 1883-1885, 1928-1960	Burnaby Strait (ID# 1867-1881, 1883-1885), Scudder Point (ID# 1928-1955), and Alder Island (ID# 1956-1960) spawns drawn as 6 unlabelled spawns on CHT# 8002006 instead of 81 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1904-1916	Section Cove (ID# 1904-1916) spawn was not labelled on CHT# 8002008. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1848-1866	Huxley Island (ID# 1848-1866) spawns drawn as 8 unlabelled spawns on CHT# 8002010 instead of 19 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1898-1903	Dolomite Narrows (ID# 1898-1903) spawn was not labelled on CHT# 8002011. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1839-1842, 1844	Atli Inlet (ID# 1839-1842, 1844) spawns drawn as continuous spawn on CHT# 8002012 instead of 5 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2067-2084	Huston Inlet (ID# 2067-2084) spawn drawn as 6 unlabelled spawns on CHT# 8102001 instead of 18 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2100-2119, 2123-2135, 2195-2201	Wanderer Point (ID# 2100-2103), Skaat Harbour (ID# 2104-2119), Wanderer Island (ID# 2123-2135), and Nomad Islet (ID# 2195-2201) spawn drawn as 4 unlabelled spawns on CH# 8102002 instead of 40 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2085-2099, 2120-2122	Bag Harbour (ID# 2085-2088), Dolomite Narrows (ID# 2089-2099), and Smithe Point (ID# 2120-2122) spawns drawn as 6 unlabelled spawns on CHT# 8102003 instead of 18 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1981	ID# 2168-2194, 2212-2215	Poole Inlet (ID# 2168-2194) and Francis Bay (ID# 2212-2215) spawn drawn as 6 unlabelled spawns on CHT# 8102004 instead of 31 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2138-2146	Selwyn Inlet (ID# 2138) and Sedgwick Bay (ID# 2139-2146) spawn was not labelled. Digitized the spawn, but did not assign the ID#s. Spawn #4 on CHT#812005 was a continuation of Spawn #4 on CHT# 8102003 expect one area of spawn not visible on either map. Only digitized the spawn drawn on maps.	
1981	ID# 2060-2062	Jedway (ID# 2060-2062) spawn drawn as 1 unlabelled spawn on CHT# 8102006 instead of the 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2152-2167	Alder Island (ID# 2152-2167) spawn drawn as 4 unlabelled spawns on CHT# 8102007 instead of 16 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2011-2023	Sedgwick Bay (ID# 2011-2023) spawn was labelled on CHT# 8102008, but the length width data was not. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2063-2066	Huxley (ID# 2063-2066) spawn drawn as 3 unlabelled spawns on CHT# 8102009 instead of 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#.	
1981	ID# 1996-2010	Atli Inlet (ID# 1996-2010) spawns drawn as 2 spawns on CHT# 8102010 instead of 15 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1981	ID# 2057-2059	Conglomerate Point (ID# 2057-2059) spawn was not labelled on CHT# 8102011. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2216-2226	Traynor Creek (ID# 2216-2226) spawn drawn as 2 unlabelled spawns on CHT# 8102012 instead of 11 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2033, 2037	Sewell Inlet (ID# 2033, 2037) spawn drawn as 1 spawn on CHT# 8102013 instead of 2 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2024-2025, 2027, 2037	Sewell Inlet (ID# 2024-2025, 2027, 2034) spawns were not labelled on CHT# 8102014. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2026, 2028-2032, 2035-2036	Sewell Inlet (ID# 2026, 2028-2032, 2035-2036) spawn drawn as 2 unlabelled spawns on CHT# 8102015 instead of 8 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2038-2056, 2136-2137	Barge Point (ID# 2038-2039), Beattie Anchorage (ID# 2040-2056), and Dawson Cove (ID# 2136-2137) spawn drawn as 11 unlabelled spawns on CH# 8102016 instead of 21 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1981	ID# 1975-1977, 1984-1986, 1993-1995, 2207-2209	Second Beach + (ID# 2207-2209), Tree Island (Jewell Island) (ID# 1993-1995), Torrens Island (ID# 1984-1986), and Skidegate Inlet (ID# 1975-1977) spawns were drawn as 5 unlabelled spawns on CHT# 8102018 although the herring spawn database lists 12 ID#s. Digitized the spawns, but did not assign the ID#s.	
1981	ID# 1987-1992, 2147-2151, 2210-2211	Flowery Islets (ID# 1987-1992), Bush Islets (ID# 2210-2211) and Transit Island (ID# 2147-2151) spawns were drawn as 4 unlabelled spawns on CHT# 8102019 although the herring spawn database lists 13 ID#s. Digitized the spawns, but did not assign the ID#s.	
1981	ID# 1979-1981	Maude Island (ID# 1979-1981) spawns were not labelled on CHT# 8102020. Digitized the spawns, but did not assign the ID#s.	
1982	ID# 2269, 2273-2275, 2279, 2282-2287	Bolkus Island (ID# 2269) and Swan Bay (2273-2275, 2279, 2282-2287) spawn drawn as 3 unlabelled spawns on CHT# 8202001 instead of 12 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2295-2296, 2299-2301, 2303-2316	Poole Inlet (ID# 2295-2296, 2299-2301, 2303-2316) spawn drawn as 5 unlabelled spawns on CHT# 8202002 instead of 21 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1982	ID# 2239-2246	Sedgwick Bay (ID# 2239-2246) spawn drawn as 1 unlabelled spawn on CHT# 8202003 instead of 8 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2265, 2270-2272, 2318-2319	George Bay (ID# 2265), Slim Inlet (ID# 2270-2272), and Huston Point (ID# 2318-2319) spawn drawn as 4 unlabelled spawns on CHT# 8202004 instead of 6 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2254-2255, 2257-2259, 2276-2278, 2281-2288	Burnaby Strait (ID# 2254-2255), Bag Harbour (ID# 2257-2259), and Swan Bay (ID# 2276-2278, 2281-2288) spawn drawn as 5 unlabelled spawns on CHT# 8202005 instead of 17 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1982	ID# 2289-2291, 2293-2294, 2298, 2302	Alder Island (ID# 2289-2290), Saw Reef (ID# 2291), and Poole Inlet (ID# 2293-2294, 2298, 2302) spawn drawn as 8 unlabelled spawns on CHT# 8202006 instead of 7 spawns listed in the herring spawn database. One spawn overlaps with spawn from CHT# 8202002. Both spawns were labelled #6 so the spawns could be a continuous spawn although not noted on either of the maps. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2260-2264, 2266-2268	Dolomite Narrows (ID# 2260-2264) and Section Cove (ID# 2266-2268) spawn drawn as 3 unlabelled spawns on CHT# 8202009 instead of 8 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1982	ID# 2248-2251	Conglomerate Point (ID# 2248-2251) spawn drawn as 2 unlabelled spawns on CHT# 8202010 instead of 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2320	Lagoon Inlet Head (ID# 2320) spawn on CHT# 8202013 looks considerably different than the digital TRIM map. Digitized as best as possible and assigned the ID#.	
1982	ID# 2232-2238	Selwyn Inlet (ID# 2232-2238) spawn drawn as 3 unlabelled spawns on CHT# 8202014 instead of 7 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2386-2391, 2408-2413	Swan Bay (ID# 2386-2391), Poole Inlet (ID# 2408-2410), and Rebecca Point (ID# 2411-2413) spawn drawn as 3 unlabelled spawns on CHT# 8302001 instead of 11 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID#2377-2379	Huston Inlet (ID# 2377-2379) spawn drawn as 2 unlabelled spawns on CHT# 8302002 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2368-2372, 2374-2376, 2380-2383	Huxley Island (ID# 2368-2372, 2374-2376) and Section Cove (ID# 2380-2383) spawn drawn as 2 unlabelled spawns on CHT# 8302003 instead of 12 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1983	ID# 2392-2404	Scudder Point (ID# 2392-2394) and Alder Island (ID# 2395-2399), and Saw Reef (ID# 2400-2404) spawn drawn as 5 unlabelled spawns on CHT# 8302004 instead of 13 spawns listed in herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2331-2335, 2337-2362, 2414-2420	Selwyn Inlet (ID# 2331-2335), Sewell Inlet (ID# 2337-2362), and Little Goose (ID# 2414-2420) spawn drawn as 19 spawns on CHT# 8302006 instead of 38 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2423-2432	McLellan Island (ID# 2423-2432) spawn drawn as 1 unlabelled spawn on CHT# 8302008 instead of 10 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2384-2385, 2433-2437	Davey Islets (ID# 2384-2385) and Moresby Camp (ID# 2433-2437) spawn drawn as 2 unlabelled spawns on CHT# 8302009 instead of 7 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2363-2365	Beattie Anchorage (ID# 2363-2365) spawn drawn as 1 unlabelled spawn on CHT# 8302010 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2366-2367	Jedway (ID# 2366-2367) spawn drawn as 1 unlabelled spawn on CHT# 8302011 instead of 2 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1983	ID# 2321-2323, 2326-2329, 2405-2407	Kwuna Point (ID# 2321-2323), Haida Point (ID# 2326-2329), and Robber Island (ID# 2405-2407) spawn drawn as 3 unlabelled spawns on CHT# 8302012 instead of 10 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1984	**ID# 2535-2536**	Saw Reef (ID# 2535-2536) No map. Could not digitize the spawn or assign the ID#.	
1984	ID# 2547	Poole Inlet (ID# 2547) spawn #7 was 1100m long in the herring spawn database and on the spawn summary sheet; however, on CHT# 8402001 spawn length was 1000m. Digitized the spawn and assign the ID#.	
1984	ID# 2502-2509	Huston Inlet (ID# 2502, 2509) spawns #4-5 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2501	Spawn #6 (ID# 2501) was 40 x 20m on the herring spawn database and summary sheet but 60 x 10m on the map	
1984	CHT# 8402004	Harriet Harbour spawn #2 on CHT# 8402004 measuring 370 x 40m not included in the herring spawn database. Digitized the spawn, but could not assign ID#.	
1984	ID# 2529, 2531	Alder Island (ID# 2529, 2531) spawns #5-6 have the same length and width on CHT# 8402006. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2511, 2554, 2556-2557	Burnaby Island North (ID# 2511) and Alder Island Creek (ID# 2554, 2556-2557) spawns # 11 and #14-16 were drawn as 1 spawn on CHT# 8402006 with no start or end points marked on the spawn. Digitized the spawn, but did not assign ID#s.	
1984	ID# 2464	Selwyn Inlet (ID# 2464) was not drawn on CHT# 8402011. Could not digitize the spawn or assign the ID#.	
1984	ID#2476, 2478	Beattie Anchorage (ID# 2476, 2478) spawns # 7-8 were drawn as a single spawn on CHT# 8402014. Digitized the spawn, but could not assign the ID#s.	
1984	ID# 2481, 2483-2484	Conglomerate Point (ID# 2481, 2483-2484) spawns #1 and #3-4 were the same length and width on CHT# 8402015. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2460	Haida Point (ID# 2460) spawn #10 on CHT# 8402016 says spawn continuous to Airplane ramp; however, the Airplane ramp was not shown on map. Only digitized what was on drawn on CHT# 8402016.	
1984	ID# 2448-2449	Torrens Island (Bare Island) (ID# 2448-2449) spawns #17-18 were drawn as a single spawn on CHT# 8402016. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2444	Maude Island (ID# 2444) spawn #5 was not drawn on CHT# 8402019. Could not digitize the spawn or assign the ID#.	
1985	ID# 2618, 2623	Jedway (ID# 2618, 2623) spawns #10-11 were the same length and width on CHT# 8502002). Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1985	ID# 2621, 2624	Jedway (ID# 2621, 2624) spawn #8 and spawn #12 were the same length and width on CHT# 8502002. Digitized the spawn, but did not assign the ID#s.	
1985	ID# 2652	Scudder Point (ID# 2652) spawn #3 was 915x10m in the herring spawn database, but on CHT# 8502003 and the spawn summary sheet was 915x100m.	
1986	ID# 2695	Burnaby Island North (ID# 2695) spawn #15 on CHT# 8602002 was 73m long, but on spawn summary sheet and the herring spawn database was 732m long.	
1986	ID# 2707, 2710	Traynor Creek (ID# 2707, 2710) spawns #8-9 were the same length and width on CHT# 8602005. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 2715, 2724	Traynor Creek (ID# 2715, 2724) spawns #10-11 were the same length and width on CHT# 8602005. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 2675, 2680	Haida Point (ID# 2675, 2680) spawn #6 and spawn #9 were the same length and width on CHT# 8602007. Digitized the spawn, but did not assign the ID#s.	
1987	**ID# 2741-2742, 2820-2824, 2826-2827**	Selwyn Inlet (ID# 2741-2742), Kilmington Point (ID# 2820-2821), Traynor (ID# 2822-2824), and Louise Narrows (ID# 2826-2827) No map. Could not digitize the spawn or assign the ID#.	
1987	**ID# 2825, 2738-2740, 2731**	Smith Point (ID# 2825), Skidegate Village (ID# 2738), Haida Point (ID# 2739-2740), and Image Point (ID# 2731) spawn in all drawn on land on CHT# 8702014. Could not digitized the spawn or assign the ID#s.	
1987	No CHT# or ID#	Gillatt Island spawn on unlabelled map. Data says the spawn was not measured and was not listed in the herring database. Digitized the spawn, but did not assign ID#.	
1987	**No CHT# or ID#**	Kilmington, Traynor Creek, Selwyn Rocks, and Louise Narrows area spawn summary sheet #870218 – no map and not found in the herring spawn database. Could not digitize the spawn or assign the ID#s.	
1987	**ID# 2828**	Louise Narrows (ID# 2828) No map. Could not digitize the spawn or assign the ID#.	
1988	ID# 23479-23483	Section Cove (ID# 23479), Alder Island Creek (ID# 23480-23481), Saw Reef (ID# 23482), and Scudder Point (ID# 23483) spawn was not clearly labelled on CHT# 8802001. Digitized the spawn, but did not assign the ID#.	
1988	**CHT# 8802007, 8802008**	CHT#s 8802007 and 8802008 not listed in the herring spawn database because the area was dual surveyed. Did not digitize this spawn.	
1988	**CHT# 8802010**	Some of the spawn already digitized as dive surveyed spawn (dual surveyed) thus did not digitize that spawn.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1989	**ID# 2884**	Hutton Inlet (ID# 2884) spawn #14 was not drawn on CHT# 8902006. Could not digitize the spawn or assign the ID#.	
1989	**ID# 2887**	Hutton Inlet (ID# 2887) spawn #12 was not clearly drawn on CHT# 8902006. Could not digitize the spawn or assign the ID#.	
1990	ID# 2919-2921	Beattie Anchorage (ID# 2919-2921) spawn was labelled on CHT# 9002006, but there was no corresponding length and width data to link the spawns to the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1992	ID# 23862	Section Cove (ID# 23862) spawn length was 1250m on CHT# 9202002 on the spawn summary sheet, but the herring spawn database lists the spawn length as 1500m.	
1992	ID# 23863	Alder Island (ID# 23863) spawn length was 1750m on CHT# 9202002 on the spawn summary sheet, but the herring spawn database lists the spawn length as 1800m.	
1993	**ID# 24513**	Alder Island Creek (ID# 24513) spawn transect #30 has 0m spawn on CHT# 9302002. Could not digitize the spawn or assign the ID#.	
1993	**ID# 24517**	Scudder Point (ID# 24517) spawn transect #44 has 0m spawn on CHT# 9302002. Could not digitize the spawn or assign the ID#.	
1995	**ID# 25470**	Kingfisher Cove (ID# 25470) transects #47-48 on CHT# 9502003 have no dive transect sheets in data binder. Could not digitize the spawn or assign the ID#.	
1996	No CHT# or ID#	Two sets of transect sheets in binder. Half marked as entered in August 1996. Used those transects sheets to digitize the spawns.	
1996	**ID# 25900-25906**	Skidegate Inlet (ID# 25900), Kwuna Point (ID# 25901), Transit Island (ID# 25902), Haida Point (ID# 25903), Tree Island (Jewell Island) (ID# 25904), Torrens Island (Bare Island) (ID# 25905), and Village Bay (Rooney Bay) (ID# 25906) No map. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25608**	Kilmington Point (ID# 25608) spawn has no transects (Transect 81, 82) marked on the map. Could not digitize or assign the ID#.	

Statistical Area 03

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1933	**ID# 2923-2925**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 2926**	No map. Could not digitize the spawn or assign the ID#.	
1948	**ID# 2927-2928**	No map. Could not digitize the spawn or assign the ID#.	
1950	ID# 2929-2930	Stumaun Bay (ID# 2929-2930) spawn not labelled on CHT# 5003001. Digitized the spawn, but did not assign the ID#s.	
1951	ID# 2931-2933	Stumaun Bay (ID# 2931-2933) spawn not labelled on CHT# 5103001. Digitized the spawn, but did not assign the ID#s.	
1952	ID# 2934-2935	Stumaun Bay (ID# 2934-2935) spawn not labelled on CHT# 5203001. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1953	**ID# 2936**	Port Simpson (ID# 2936) No map. Could not digitize the spawn or assign the ID#.	
1954	ID# 2937	Stumaun Bay (ID# 2937) spawn on CHT# 2403001 looks different than the TRIM base map. Digitized the spawn as best as possible.	
1957	ID# 2942-2943	Stumaun Bay (ID# 2942-2943) spawn was not labelled on CHT# 5703001. Digitized the spawn, but did not assign the ID#s.	
1957	ID# 2944-2945	Cunningham Pass (ID# 2944) and Finlayson Island East (ID# 2945) spawn was not labelled on CHT# 5703002. Digitized the spawn, but did not assign the ID#s.	
1958	**ID# 2949-2950**	Tsimpsean Peninsula (ID# 2949-2950) No map. Could not digitize the spawn or assign the ID#.	
1958	ID# 2946-2948	Stumaun Bay (ID# 2946-2948) spawn drawn as 4 unlabelled spawn on CHT# 5803001 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1960	ID# 2952-2955	Stumaun Bay (ID# 2953-2953) and Cunningham Bay (ID# 2954-2955) spawn drawn as 5 unlabelled spawns on CHT# 6003001 instead of 4 spawns listed in the herring spawn database. CHT# 6003001 looks different than the TRIM base map thus digitized as best as possible. Digitized the spawn, but did not assign the ID#s.	
1961	ID# 2956-2960	Stumaun Bay (ID# 2956-2957) and Cunningham Pass (ID# 2958-2960) spawns were not labelled on CHT# 6103001. Digitized the spawn, but did not assign ID#s.	
1962	CHT# 6203003	Stumaun Bay spawn on CHT# 6203003 has 2 spawns that were not included in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1967	**ID# 2977-2978**	Birnie Island (ID# 2977-2978) spawn was not drawn on CHT# 6703001. Could not digitize the spawn or assign the ID#s.	
1968	ID# 2981-2983, 2985-2986, 2988	Stumaun Bay (ID# 2981-2983, 2985-2986, 2988) spawn was labelled #1-3 on 6 spawns on CHT# 6803001; however, the herring spawn database assigned a separate ID# for each of the spawns. Digitized the spawns, but did not assign the ID#s.	
1968	ID# 2979	Nasoga Gulf (ID# 2979) spawn drawn as 2 spawns on CHT# 6803002 one which was unlabelled; however, the herring spawn database only lists 1 spawn. The labelled spawn was drawn on land, therefore could not digitize the spawn. Digitized the unlabelled spawn and did not assign the ID#.	
1972	**ID# 3012-2020**	Stumaun Bay (ID# 3012-3017), Finlayson Island East (ID# 3018), and Port Simpson (ID# 3019-3020) No map. Could not digitize the spawn or assign the ID#.	
1974	ID# 3031, 3037-3038	Stumaun Bay (ID# 3031, 3037-3038) spawn #2 and spawn #4 were the same length and width on CHT# 7403002. Spawn #4 has been split from an 800x10 yard spawn to 2 366x9m spawns in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1976	ID# 3061, 3063	Port Simpson (ID# 3061, 3063) spawn #15 and spawn #17 were the same length and width on CHT# 7603002. Digitized the spawn, but did not assign the ID#s.	
1979	**ID# 3098**	Harbour Reefs (ID# 3098) spawn does not match any of the spawn drawn on CHT# 7903001. Could not digitize the spawn or assign the ID#.	
1979	**ID# 3091-3092**	Redcliffe Point (ID# 3091-3092) spawn length and width data does not match the spawn drawn on CHT# 7903010. Could not digitize the spawn or assign the ID#.	
1980	ID# 3122, 3124	Port Simpson (ID# 3122, 3124) spawns #1-2 were drawn as a single spawn on CHT# 8003002. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3150, 3152	Grassy Point (ID# 3150, 3152) spawns #1-2 were the same length and width on CHT# 8203001. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3151, 3153	Grassy Point (ID# 3151, 3153) spawns #3-4 were the same length and width on CHT# 8203001. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3145-3148	Stumaun Bay (ID# 3145-3148) spawn drawn as 1 unlabelled spawn on CHT# 8203002 instead of 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3166-3169	Hastings Arm (ID# 3166-3169) spawn drawn as 2 unlabelled spawns on CHT# 8203003 instead of the 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3154-3165	Alice Arm (ID# 3154-3165) spawn was not labelled on CHT# 8203004. Digitized the spawn, but did not assign the ID#s.	
1985	ID# 3197-3198	Cunningham Pass (ID# 3197-3198) spawn was marked with start and end points on CHT# 8503002. Digitized the spawn as thin polygons along the coast and assigned the ID#s.	
1985	ID# 3195-3196	Cunningham Pass (ID# 3195-3196) spawns #4-5 were marked with start and end points on CHT# 8503003. Digitized the spawn as thin polygons along the coast and assigned the ID#s.	
1985	**ID# 3192-3194**	Cunningham Pass (ID# 3192-3194) spawns #1-3 were not drawn on CHT# 8503003. Could not digitize the spawn or assign the ID#s.	
1987	ID# 3214, 3219	Stumaun Bay (ID# 3214, 3219) spawns #8-9 were the same length and width on CHT# 8703001. Digitized the spawn, but did not assign the ID#s.	
1988	**ID# 23487-23491**	Cunningham Pass (ID# 23487), Grassy Point (ID# 23488, 23491), Village Island (ID# 23489), and Stumaun Bay (ID# 23490) spawn on CHT# 8803001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1989	**ID# 23570**	Finlayson Island East (ID# 23570) spawn on CHT# 8903001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	
1990	**ID# 23655-23656**	Village Island (ID# 23655) and Stumaun Bay (ID# 23656) spawn on CHT# 9003001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	
1991	**ID# 23757-23759**	Finlayson Island East (ID# 23757), Port Simpson (ID# 23758), and Stumaun Bay (ID# 23759) spawn on CHT# 9103001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25887-25888, 25891**	Grassy Point (ID# 25887), Birnie Island (ID# 25888), and Nass Bay (ID# 25891) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 04

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1931	**ID# 3231-3234**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 3235**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 3236-3242**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 3243-3245**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 3246-3247**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 3248-3253**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 3254-3262**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 3263-3267**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 3268-3272**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 3273-3279**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 3280-3289**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 3290-3294**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 3295-3303**	No map. Could not digitize the spawn or assign the ID#.	

Year	**CHT# or ID#**	**Digitizer's Comments**	**Statistical Area 04**
1945	**ID# 3304-3309**	No map. Could not digitize the spawn or assign the ID#.	
1946	ID# 3310-3319	Butler Cove (ID# 3310), Big Bay (ID# 3311-3312), Swamp Island (ID# 3313), Tree Bluff (ID# 3314), Pearl Harbour (ID# 3315), Porcher Island (ID# 3316-3317), Sims Bay + (ID# 3318), and Refuge Bay (ID# 3319) spawn was drawn as 3 unlabelled spawns instead of 10 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1946	No CHT# or ID#	Prescott Island, Butler Cove, and Stephens Island spawn drawn on a hand drawn map which looks very different than the TRIM base map and was not in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1947	ID# 3321-3325, 3328	Big Bay (ID# 3321-3322), Swamp Island (ID# 3323), Tree Bluff (ID# 3324), Pearl Harbour (ID# 3325), and Duncan Bay (ID# 3328) spawn was not clearly labelled on CHT# 4704003. Hand drawn map looks very different than the TRIM base map, therefore, digitized as best as possible. Digitized the spawn, but did not assign the ID#s.	
1948	ID# 3335, 3337, 3339	Swamp Island (ID# 3335), Tree Bluff (ID# 3337), and Duncan Bay (ID# 3339) spawn has no clearly labelled spawn start and end points between each spawn on CHT# 4804003. Digitized the spawn, but did not assign the ID#s.	
1949	ID# 3353-3354, 3357-3358	Tree Bluff (ID# 3353-3354) and Ryan Point (ID# 3357-3358) spawn has no clearly labelled spawn start and end points between each spawn on CHT# 4904002. Digitized the spawn, but did not assign the ID#s.	
1950	**ID# 3363**	Big Bay (ID# 3363) spawn on CHT# 5004002 was marked with green indicating no 1950 spawn only 1949 spawn; however, there was a spawn record in the herring spawn database for 1950. Did not digitize the spawn or assign the ID#.	
1951	ID# 3372-3383	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5104001-5104002. ID# — Herring Spawn Database — Spawn Summary Sheet 3373-3378 — 3/31/1951 — 4/02/1951 3379 — 3/27/1951 — 3/27/-3/30/1951 3372 — 4/14/1951 — 4/14/-4/16/1951 3380-3382 — 4/04/1951 — 4/04/-4/06/1951 3383 — 4/06/1951 — 4/04/-4/06/1951	
1951	ID# 3375, 3377-3378	Tree Bluff (ID# 3375) and Ryan Point (ID# 3377-3378) spawn has no clearly labelled spawn start and end points between each spawn on CHT# 5104001. Digitized the spawn, but did not assign the ID#s.	
1951	**ID# 3381**	Sims Bay + (ID# 3381) spawn was not drawn on CHT# 5104002. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1951	NA	Creak Island spawn was not list in the herring spawn database or the spawn summary sheet. Digitized the spawn, but did not assign the ID#.	
1952	ID# 3384-3389, 3391-3392	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5204001-5204002. ID# Herring Spawn Database Spawn Summary Sheet 3384-3386 4/4/1952 4/04/-4/07/1952 3387 4/18/1952 4/04/-4/07/1952 3389 4/3/1952 4/03/-4/06/1952 3388, 3391-3392 4/3/1952 4/03/-4/07/1952	
1953	ID# 3393-3395, 3400-3401, 3406	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5304001-5304004. ID# Herring Spawn Database Spawn Summary Sheet 3393-3394 3/21/1953 3/21/-3/23/1953 3395, 3400 3/23/2953 3/23/-3/25/1953 3406 4/3/1953 4/03/-4/19/1953 3401 4/18/1953 4/18/-4/19/1953	
1954	ID# 3408-3414, 3416	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5404001-5404002. ID# Herring Spawn Database Spawn Summary Sheet 3408-3410 3/27/1954 3/27/-3/30/1954 3411, 3414 4/20/1954 4/20/-4/22/1954 3412-3413 3/20/1954 3/20/-3/23/1954 3416 3/20/1954 3/20/-3/24/1954	
1955	ID# 3417-3421	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5504001. ID# Herring Spawn Database Spawn Summary Sheet 3417-3420 3/31/1955 3/31/-4/01/1955 3421 3/29/1955 3/29/-4/01/1955	
1955	**ID# 3422**	Chismore Pass (ID# 3422) spawn was not drawn on CHT# 5504001. Could not digitize the spawn or assign the ID#.	
1956	ID# 3423-3430	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT#5604001-5604002. ID# Herring Spawn Database Spawn Summary Sheet 3423 4/16/1956 4/16/-4/17/1956 3424-3427, 3430 4/7/1956 4/07/-4/10/1956 3428-3429 4/20/1956 4/20/-4/23/1956	
1956	ID# 3428-3429	Metlakatla Village (ID# 3429) and Prince Rupert Harbour (ID# 3428) spawn was drawn as a 1 spawn on CHT# 5604002 instead of the 2 spawns listed in the herring spawn database. The map looks different than the TRIM base map. Digitized the spawn, but did not assign the ID#s.	

<table>
<tr><th>Year</th><th>CHT# or ID#</th><th>Digitizer's Comments</th><th>Statistical Area 04</th></tr>
<tr><td>1957</td><td>ID# 3431-3440</td><td colspan="2">No map. Could not digitize the spawn or assign the ID#.</td></tr>
<tr><td>1958</td><td>ID# 3441-3443</td><td colspan="2">Big Bay (ID# 3441-3443) spawn was not labelled on CHT# 5804001. Digitized the spawn, but did not assign the ID#s.</td></tr>
<tr><td>1959</td><td>ID# 3444-3446</td><td colspan="2">Big Bay (ID# 3444-3446) spawn was drawn as 5 unlabelled spawns on CHT# 5904001 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.</td></tr>
<tr><td>1961</td><td>ID# 3462</td><td colspan="2">Hunts Inlet (ID# 3462) spawn was not drawn on CHT# 6104001. Could not digitize the spawn or assign the ID#.</td></tr>
<tr><td>1961</td><td>ID# 3457, 3459-3461</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT#6104001.
<table>
<tr><th>ID#</th><th>Herring Spawn Database</th><th>Spawn Summary Sheet</th></tr>
<tr><td>3457</td><td>3/24/1961</td><td>3/24/-3/27/1961</td></tr>
<tr><td>3460</td><td>3/24/1961</td><td>3/24/-3/31/1961</td></tr>
<tr><td>3461</td><td>3/24/1961</td><td>3/24/-3/26/1961</td></tr>
<tr><td>3459</td><td>3/29/1961</td><td>3/29/-3/31/1961</td></tr>
</table></td></tr>
<tr><td>1962</td><td>ID# 3465-3467</td><td colspan="2">Burnt Cliff Island (ID# 3465-3467) spawn was drawn as 2 unlabelled spawns on CHT# 6204006 instead of 3 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.</td></tr>
<tr><td>1963</td><td>ID# 3476-3488</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 6304001-6304005.
<table>
<tr><th>ID#</th><th>Herring Spawn Database</th><th>Spawn Summary Sheet</th></tr>
<tr><td>3487-3488</td><td>4/1/1963</td><td>4/01/-4/04/1963</td></tr>
<tr><td>3482-3483</td><td>4/7/1963</td><td>4/07/-4/09/1963</td></tr>
<tr><td>3485-3486</td><td>4/7/1963</td><td>4/07/-4/09/1963</td></tr>
<tr><td>3476-3480</td><td>4/7/1963</td><td>4/07/-4/09/1963</td></tr>
<tr><td>3484</td><td>4/5/1963</td><td>4/05/-4/09/1963</td></tr>
<tr><td>3481</td><td>4/1/1963</td><td>4/01/-4/03/1963</td></tr>
</table></td></tr>
<tr><td>1964</td><td>ID#3489-3492, 3495-3496, 3501-3502</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 6404001-6404003.
<table>
<tr><th>ID#</th><th>Herring Spawn Database</th><th>Spawn Summary Sheet</th></tr>
<tr><td>3489-3492</td><td>3/31/1964</td><td>3/31/-4/03/1963</td></tr>
<tr><td>3501</td><td>4/25/1964</td><td>4/25/1963 (4/26 on CHT)</td></tr>
<tr><td>3502</td><td>4/04/1964</td><td>4/04/-4/05/1964</td></tr>
<tr><td>3495-3496</td><td>4/05/1964</td><td>4/05/-4/06/1964</td></tr>
</table></td></tr>
<tr><td>1965</td><td>ID# 3513-3514</td><td colspan="2">Metlakatla Village (ID# 3513-3514) spawn drawn as 1 unlabelled spawn on CHT# 6504001 instead of 2 spawns as listed in the herring spawn database. Also the spawn date on the spawn summary sheet was 4/03/-4/04/1965 and in the herring spawn database it was 4/03/1965. Digitized the spawn, but did not assign the ID#.</td></tr>
<tr><td>1965</td><td>ID# 3503-3508</td><td colspan="2">Burnt Cliff Island (ID# 3503-3508) spawn was not labelled on CHT# 6504002. Digitized the spawn, but did not assign the ID#s.</td></tr>
</table>

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1965	ID# 3511-3512	Duncan Bay (ID# 3511-3512) spawn drawn as 1 spawn on CHT# 6504003 instead of 2 spawns as listed in the herring spawn database. Also, the spawn date on the spawn summary sheet was 4/02/-4/03/1965 and in the herring spawn database it was 4/02/1965. Digitized the spawn, but did not assign the ID#s.	
1965	ID# 3509-3510	Prince Rupert Harbour (ID# 3509-3510) spawn was not labelled on CHT# 6504004. Digitized the spawn, but did not assign the ID#s.	
1968	ID# 3526-3527	Big Bay (ID# 3526-3527) spawn was not labelled on CHT# 6804004. Digitized the spawn, but did not assign the ID#s.	
1970	ID# 3541-3545	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 7004001-7004003. ID# — Herring Spawn Database — Spawn Summary Sheet 3540-3541 — 4/14/1970 — 4/14/-4/18/1970 3543-3545 — 4/14/1970 — 4/14/-4/18/1970 3542 — 4/10/1970 — 4/10/-4/18/1970	
1970	ID# 3543, 3545	Hunt Inlet (ID# 3543, 3545) spawns #1-2 were the same length and width on CHT# 7004001. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 3546-3547	Swamp Island (ID# 3546-3547) spawns #1-2 were the same length and width on CHT# 7104005. Digitized the spawn, but did not assign the ID#s.	
1972	**ID# 3558-3561**	Stephens Pass (Canoe Pass) (ID# 3558-3561) No map. Could not digitize the spawn or assign the ID#.	
1972	ID# 3556-3557, 3562-3572	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 7204001-7204007. ID# — Herring Spawn Database — Spawn Summary Sheet 3565 — 4/09/-5/12/1972 — 4/08/-4/10/1972 3563, 3556-3557 — 4/03/-4/06/1972 — 4/03/-4/04/1972 3571-3572 — 4/19/-4/26/1972 — 4/18/-4/20/1972 3564 — 4/26/-5/01/1972 — 4/25/-4/27/1972 3569-3570 — 4/27/-5/02/1972 — 4/27/-4/28/1972 3566 — 6/05/-6/08/1972 — 6/04/-6/06/1972 3567 — 6/02/-6/08/1972 — 6/01/-6/03/1972 3568 — 6/02/-6/08/1972 — 6/01/-6/03/1972 3562 — 6/18/-6/27/1972 — 6/18/-6/19/1972	
1972	ID# 3571-3572	Hunt Inlet (ID# 3571-3572) spawn was not labelled on CHT# 7204003. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 3563, 3565	Burnt Cliff Island (ID# 3563) and Pearl Harbour (ID# 3565) spawn drawn as 4 unlabelled spawns on CHT# 7204001 instead of 2 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 3590-3591	Burnt Cliff Island (ID# 3590-3591) spawns #2-3 were the same length and width on CHT# 7404001. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1974	ID# 3599	Japan Point (ID# 3599) spawn #3 around the islands on CHT# 7404004, but on land on the TRIM base map. Digitized the spawn along the coastline.	
1976	ID# 3634	Chismore Pass (ID# 3634) spawn #9 was 550x10 yards on CHT# 7604001; however, the herring spawn database and the spawn summary sheet list the spawn as 503x91 m.	
1976	ID# 3660	Mimicking Island (ID# 3660) spawn #4 was 200x150 yards on CHT# 7604004; however, the herring spawn database and the spawn summary sheet list the spawn as 183x91 m.	
1976	ID# 3645, 3647	Shattock Point (ID# 3645, 3647) spawns #15-16 were the same length and width on CHT# 7604005. Digitized the spawn, but did not assign the ID#s.	
1976	CHT# 7604005	Swallow Island spawns #17-18 on CHT# 7604005 were not included in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1976	**ID# 3673**	Bedford Island (ID# 3673) No map. Could not digitize the spawn or assign the ID#.	
1977	**ID# 3732-3739**	Chismore Passage (ID# 3732-3739) No map. Could not digitize the spawn or assign the ID#.	
1977	ID# 3691-3713	Big Bay (ID# 3691-3697), Burnt Cliff Island (ID# 3698-3704), and Pearl Harbour (ID# 3705-3713) spawn was drawn as 15 not clearly labelled spawns on CHT# 7704001 instead of the 26 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 3681-3690	Finlayson Island West (ID# 3681-3690) spawn was drawn as 1 unlabelled spawn on CHT# 7704002 instead of 8 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 3720-3721	Digby Island (ID# 3720-3721) spawn drawn as 1 unlabelled spawn on CHT# 7704005 instead of 2 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
19777	ID# 3722	Chismore Pass (ID# 3722) spawn width was 100 yards on CHT# 7704006; however, the herring spawn database and the spawn summary sheet list the spawn width as 10 yards (9 m).	
1977	ID# 3679-3680	Kelp Pass (ID# 3679-3680) spawn drawn as 1 unlabelled spawn on CHT# 7704088 instead of 2 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 3726-3731	Mason Point (ID# 3726-3727) and Ada Island (ID# 3728-3731) spawns were not labelled on CHT# 7704007. Digitized the spawn, but did not assign ID#s.	
1977	ID# 3674-3678	Kelp Pass (ID# 3674-3678) spawn was not labelled on CHT# 7704009. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1978	ID# 3768, 3770	Shattock Point (ID# 3768, 3770) spawns #F and #G were the same length and width on CHT# 7804001. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 3780-3781	Pearl Harbour (ID# 3780-3781) spawn was not labelled on CHT# 7904002. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 3797	Burnt Cliff Island (ID# 3797) spawn # 9 was 600x15 yards on CHT# 8004001 and the spawn summary sheet; however, the herring spawn database lists the spawns as 548x197 metres.	
1980	**ID# 3796-3797, 3799-3804**	Burnt Cliff Island (ID# 3796-3797) and Pearl Harbour (ID# 3799-3804) spawns #2-9 were not clearly drawn and were marked with a "?" on CHT# 8004001. Could not digitize the spawn or assign the ID#s.	
1980	**ID# 3787, 3790, 3793**	Big Bay (ID# 3787, 3790, 3793) spawns #11-12 and 20 were not clearly drawn and were marked with a "?" on CHT# 8004002. Could not digitize the spawn or assign the ID#s.	
1980	ID# 3805-3827	Island Point (ID# 3805-3827) spawn drawn as 1 unlabelled spawn on CHT# 8004003 instead of 22 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3855-3857, 3864, 3873	Spawn length was different between the herring spawn database and the herring spawn summary sheet for CHT# 8204001 ID# — Herring Spawn Database — Spawn Summary Sheet 3856 — 1199 — 1200 3864 — 1899 — 1900 3855 — 1399 — 1400 3857 — 1999 — 2000 3873 — 899 — 900	
1982	ID# 3857	Big Bay (ID# 3857) spawn #16 continues until the head of Big Bay according to a note on CHT# 824002. The map does not show the head of Big Bay. Only digitized the spawn that was drawn on the map and assigned the ID#.	
1983	ID# 3882-3883	Pearl Harbour (ID# 3882-3883) spawns #10-11 were the same length and width on CHT# 8304003. Digitized the spawn, but did not assign the ID#s.	
1984	**ID# 3983**	Hunt Inlet (ID# 3983) spawn #29 was not drawn on CHT# 8404008. Could not digitize the spawn or assign the ID#s.	
1984	ID# 3966, 3969	Hunt Inlet (ID# 3966, 3969) spawns #30-31 were the same length and width on CHT# 8404008. Digitized the spawn, but did not assign the ID#s.	
1984	CHT# 8404011	Humpback Bay spawns #70-71 on CHT# 8404011 was not included on the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1984	CHT# 8404012	Chismore Pass spawns #72-74 on CHT# 8404012 was not included in the herring database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1985	**ID# 4173-4174**	Oval Point (ID# 4173-4174) No map. Could not digitize the spawn or assign the ID#.	
1985	CHT# 8504001-8504016	Spawn digitized as thin polygons in most cases because only the start and end points of the spawn were drawn on the maps. No actual spawn shapes were drawn on most of the maps.	
1985	**ID# 4075, 4079, 4098-4099**	Burnt Cliff Island (ID# 4075, 4079) and Pearl Harbour (ID# 4098-4099) spawns #2-3, 7 and C were not clearly labelled or drawn on CHT# 8504004. Could not digitize the spawn or assign the ID#s.	
1985	ID# 4044, 4047, 4057-4058, 4060-4061, 4071	Big Bay (ID# 4044, 4047, 4057-4058, 4060-4061, 4071) spawn drawn as 4 spawns on CHT# 8504006 instead of 7 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1985	**ID# 4046, 4051, 4056**	Big Bay (ID# 4046, 4051, 4056) spawns #1, 3 and 6 were not drawn on CHT# 8504008. Could not digitize the spawn or assign the ID#s.	
1985	**ID# 4063**	Big Bay (ID# 4063) spawn #1a has no start point for spawn indicated on CHT# 8504008. Could not digitize the spawn or assign the ID#.	
1985	**ID# 4083-4093**	Tree Bluff Island (ID# 4083-4093) spawns #94-100 and 105-108 were not clearly drawn or labelled on CHT# 8504001. Could not digitize the spawn or assign the ID#s.	
1985	**ID# 4172**	Slippery Rock (ID# 4172) spawn #101 has no spawn start point drawn on CHT# 8504011. Could not digitize the spawn or assign the ID#s.	
1985	**ID# 4170**	Slippery Rock (ID# 4170) spawn #104 has no spawn end point drawn on CHT# 8504011. Could not digitize the spawn or assign the ID#s.	
1985	ID# 4131, 4140	Island Point (ID# 4132, 4140) spawns #9 and #15 were the same length and width on CHT# 8504016. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4181, 4183	Finlayson Island West (ID# 4181, 4183) spawns #10-11 were the same length and width on CHT# 8604001. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4177-4178	Finlayson Island West (ID# 4177-4178) spawns #12-13 were the same length and width on CHT# 8604001. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4294-4295	Devastation Island (ID# 4294-4295) spawn #89-90 were labelled as the same polygon on CHT# 8604006. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4299, 4302	Chapman Point (ID# 4299, 4302) spawns #88 and 91are labelled as the same polygon on CHT# 8604006. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4300-4301	Chapman Point (ID# 4300-4301) spawns #87 and 92 were labelled as the same polygon on CHT# 8604006. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1986	CHT# 8604007	Hunts Inlet spawn on CHT# 8604007 in the binder from the fire safe was not the map that should be digitized. The map to be digitized was the experimental data which was not in the binder. Charles Fort was going to look for that data. Could not digitize the spawn or assign the ID#s.	
1987	ID# 4385-4386	Otter Anchorage (ID# 4385-4386) spawns #23 and 88 were labelled as the same polygon on CHT# 8704001. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 4309-4310	Big Bay (ID# 4309-4310) spawns #50-51 were the same length and width on CHT# 8704002. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 4333-4334, 4377	Simpson Point (ID# 4333-4334) and Reeks Point (ID#4377) spawns #64-66 were drawn on CHT# 8704003 and 8704004. Digitized the spawn that was drawn on CHT# 8704004 and assigned the ID#s.	
1991	**CHT# 9104002**	Big Bay transects #146-147 and 43A were not drawn on CHT# 9104002. Could not digitize the spawn or assign the ID#s.	
1992	**CHT# 9204002**	Island Point transects A151 and B152 not drawn on CHT# 9204002. Could not digitize the spawn or assign the ID#s.	
1993	**ID# 24535-24536**	Porcher Island North (ID# 24535) and Lamb Point (ID# 24536) spawns have no transects drawn on CHT# 9304003. Could not digitize the spawn or assign the ID#s.	
1994	ID# 24643-24652	Spawn shapes were drawn on CHT# 9404001-9404005. Digitized spawn shapes instead of transect length/width data.	
1995	**ID# 25474-25481, 25892**	No map. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25762**	Island Point (ID# 25762) spawn on CHT# 960404 has no spawn width/length indicated on the transect data sheets. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25889-25890, 9604901**	Pearl Harbour (ID# 25889), Creak Island (ID# 25890), and Escape Reefs (ID# 9604901) No map or data. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9702020**	Swamp Island (ID# 9702020) spawn has no transect width/length data listed for this spawn. On the summary sheet listed as macrocystis spawn not total spawn length with comment outside understory spawn. Could not digitize the spawn or assign the ID#s.	

Statistical Area 05

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1937	**ID# 4408-4411**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 4412-4415**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 4416-4419**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1940	**ID# 4420-4423**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 4424-4427**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 4428**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 4429**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 4430-4435**	No map. Could not digitize the spawn or assign the ID#.	
1990	**ID# 868-879**	Inskip Channel (ID# 868-875), Tingley Cove (ID# 876), Ogilvie Island (ID# 877), Alured Point (ID# 878), and Shields Is (ID# 879) No map. Could not digitize the spawn or assign the ID#.	
1991	ID# 885-886	Inskip Channel (ID# 885-886) spawn #7 and 9 were the same length and width on CHT# 9100001. Digitized the spawn, but did not assign the ID#s.	
1992	**ID# 23849**	Clonard Bay (ID# 23849) transects #30-31 were not drawn on the CHT# 9300003. Could not digitize the spawn or assign the ID#.	
1992		Five maps with spawns data not included in the herring spawn database. These were duplicates of dive survey spawn. Did not digitize.	
1994	**ID# 9400001**	Clonard Bay (ID# 9400001) transects #1-3 lengths were zero metres on CHT# 9400001. Could not digitize the spawn or assign ID#.	
1994	ID# 24117-24118	Louscoone Inlet East (ID# 24117-24118) spawns #2-3 were the same length and width on CHT# 9400005. Digitized the spawn, but did not assign the ID#s.	
1996	**ID# 25897-25899**	Port Louis (ID# 25897), Shields Bay (ID# 25897), and Englefield Bay (ID# 25899) No map. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25865**	Cadman Pt (ID# 25865) spawn #3 was not drawn of the CHT# 0. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9700001**	Rennell Sound (ID# 9700001) no spawn drawn on CHT# 9700001. Could not digitize the spawn or assign ID#.	

Statistical Area 01

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 01
Pre 1951	**No CHT# or ID#**	Map in Pre 1951 spawn folder was not labelled with the year. It has a note none here this year and purple lines drawn at Masset Inlet and Juskatla Inlet. Did not digitize the spawn because the spawn year was unknown.	
1934	**ID# 892-893**	Masset Inlet (ID# 892) and Juskatla Inlet (ID# 893) No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 894-895**	Masset Inlet (ID# 894) and Juskatla Inlet (ID# 895) No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 01
1937	**ID# 896-897**	Masset Inlet (ID# 896) and Juskatla Inlet (ID# 897) No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 898-899**	Masset Inlet (ID# 898) and Juskatla Inlet (ID# 899) No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 900-901**	Masset Inlet (ID# 900) and Juskatla Inlet (ID# 901) No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 902-903**	Masset Inlet (ID# 902) and Juskatla Inlet (ID# 903) No map. Could not digitize the spawn or assign the ID#.	
1968	ID# 906-907	Swan Lake (Salt Lagoon) (ID# 906-907) spawn was drawn as 1 unlabelled spawn on CHT# 6801001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1970	**ID# 910**	Naden Harbour (ID# 910) No map. Could not digitize the spawn or assign the ID#.	
1982	ID# 1026-1027	Bain Point (ID# 1026-1027) spawns #a-b were the same length and width on CHT# 8201001. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 1038-1042	Naden Harbour (ID# 1038-1042) spawn was drawn as 2 unlabelled spawns on CHT# 8301001 although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1985	ID# 1050-1052	Mutus Island (ID# 1050-1052) spawns #7-9 were the same width and length on CHT# 8501001. Digitized the spawn, but did not assign the ID#s.	
1996	**ID# 25907**	Awun Bay (ID# 25907) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 02

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1937	**ID# 1053**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 1054**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 1055**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 1056-1059**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 1060-1063**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 1064-1079**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 1080-1090**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 1091-1100**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 1101-1119**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1946	**ID# 1120-1140**	No map. Could not digitize the spawn or assign the ID#.	
1947	ID# 1154-1163	Burnaby Strait (ID# 1154), Huston Inlet (ID# 1155-1159), George Bay (ID# 1160), Island Bay (ID# 1161), Tangle Cove (ID# 1162), and Bolkus Island (ID# 1163) spawns were not labelled on CHT# 4702001. Digitized the spawn, but did not assign the ID#s.	
1947	ID# 1141-1153	Pacofi Bay (ID# 1141-1150), Selwyn Inlet (ID# 1151), and Sewell Inlet (ID# 1152-1153) spawn were not labelled on CHT# 4702002. Digitized the spawn, but did not assign the ID#s.	
1948	**ID# 1164-1180**	No map. Could not digitize the spawn or assign the ID#.	
1949	**ID# 1181-1194**	No map. Could not digitize the spawn or assign the ID#.	
1950	**ID# 1195-1211**	No map. Could not digitize the spawn or assign the ID#.	
1951	**ID# 1212-1228**	No map. Could not digitize the spawn or assign the ID#.	
1952	**ID# 1229-1231**	Alliford Bay (ID# 1229), Village Bay (Rooney) (ID# 1130), and Skidegate Village (ID# 1231) No map. Could not digitize the spawn or assign the ID#.	
1953	**ID# 1237-1254**	No map. Could not digitize the spawn or assign the ID#.	
1954	**ID# 1255-1273**	No map. Could not digitize the spawn or assign the ID#.	
1955	ID# 1275-1277, 1279-1282	Burnaby Strait (ID# 1275-1277), Burnaby Island North (ID# 1279-1280), and Section Cove (ID# 1281-1282) spawns were not labelled on CHT# 5502001. Digitized the spawn, but did not assign ID#.	
1955	**No CHT# or ID#**	Tree Island in east Skidegate Inlet (May 29 60x6 yards, May 30-June 2 60x6 yards), Beacon Rock near Alliford Bay (June 16 20x3 yards), and Torrens Island (July 19 10x1 yard) spawns were listed on Herring Spawning Summary sheet, but there were no maps and they were not listed in the herring spawn database. Could not digitize or assign the ID#s.	
1956	ID# 1287-1296	Jedway (ID# 1287), Burnaby Strait (ID# 1288), Huston Inlet (ID# 1289-1290), George Bay (ID# 1291-1292), Kingfisher Cove (ID# 1293), Oyster Cove (ID# 1294), and Bolkus Island (ID# 1295-1296) spawns were not labelled on CHT# 5602001. Digitized the spawn, but did not assign the ID#s.	
1956	**ID#1284-1286**	Skidegate Inlet (ID# 1284), Torrens Island (Bare Is) (ID# 1285), and Tree Island (Jewell IS) (ID# 1286) No map. Could not digitize the spawn or assign the ID#.	
1957	**ID# 1297-1298**	Skidegate Inlet (ID# 1297) and Flowery Islet (ID# 1298) No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1958	**ID# 1302**	Burnaby Strait (ID# 1302) No map. Could not digitize the spawn or assign the ID#.	
1959	ID# 1309, 1313	Burnaby Strait (ID# 1309) and Tangle Cove (ID# 1313) spawns drawn as one continuous spawn on CHT# 5902003 instead of 2 separate spawns. Digitized the spawn, but did not assign ID#s.	
1960	ID# 1315	Kwuna Point (ID# 1315) spawn date on CHT# 6002005 was 25/04/60, but on spawn summary sheet and in the herring spawn database the date was 20/04/60.	
1961	ID# 1326	Burnaby Strait (ID# 1326) spawn marked as continuous to Kingfisher Cove; however, Kingfisher Cove was not shown on CHT# 6102003. Only digitized the spawn that was shown on CHT# 6102003.	
1961	ID# 1325	Torrens Island (Bare Is) (ID# 1325) spawn date on CHT# 6102007 and the spawn summary sheet was 12/05/61, but in the herring spawn database the spawn date was 14/05/61.	
1961	ID# 1323	Alliford Bay (ID# 1323) spawn date on CHT# 6102005 and the spawn summary sheet was 06/05/61, but in the herring spawn database the date was 05/05/61.	
1962	ID# 1334-1335	Torrens Island (Bare Is) (ID# 1334) and Tree Island (Jewell Is) (ID# 1335) spawn date on CHT# 6202007 and the spawn summary sheet was 23/05/62, but in the herring spawn database the date was 21/05/62.	
1963	ID# 1348-1352	Kingfisher Cove (ID# 1348-1352) spawn was not clearly labelled. Each spawn was marked with the spawn date, however, there were multiple dates for a single spawn. Digitized the spawn, but did not assign ID#s.	
1963	ID# 1343-1344	Alliford Bay (ID# 1343-1344) spawn not labelled on CHT# 6302007. Digitized the spawn, but did not assign the ID#s.	
1965	CHT# 6502002	Big Goose Bay spawn on CHT# 6502002 not listed in herring spawn database. Digitized the spawn, but did not assign the ID#.	
1966	**ID# 1375**	Burnaby Strait (ID# 1375) spawn measuring 91x64m was not drawn on CHT# 6602001. Could not digitize the spawn or assign the ID#.	
1967	**ID# 1387-1389**	Barge Point (ID# 1387-1388) and Beattie Anchorage (ID# 1389) No map. Could not digitize the spawn or assign the ID#.	
1968	ID# 1394-1395	Tree Island (Jewell Is) (ID# 1394-1395) spawns #2-3 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1970	ID# 1429, 1431	Cumshewa Inlet (ID# 1429, 1431) spawns #9-10 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 1450, 1455, 1458	Image Point (ID# 1450, 1455, 1458) Spawn #7 and spawns #10-11 overlap on each another.	
1971	ID# 1461, 1465	Maude Island (ID# 1461, 1465) spawn #1 and #7 (ID# 1461, 1465) overlap on each other.	

Year	CHT# or ID#	Digitizer's Comments Statistical Area 02
1972	ID# 1492-1496	Huston Inlet (ID# 1492-1496) spawn drawn as one continuous spawn on CHT# 7202001, instead of 5 separate spawns. Digitized the spawn, but did not assign the ID#s.
1972	ID# 1488	Cumshewa Inlet (ID# 1488) spawn #1 marked as continues on to McLellan Island, but McLellan Island was not drawn on CHT# 7202002. Only digitized the spawn that was shown on CHT# 6102003.
1973	CHT# 7302003	Kitson Point spawn #1 on April 15 measuring 1000x12 yards on CHT# 7302003 were not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.
1973	**ID# 1535, 1538**	Bolkus Island (ID# 1535, 1538) No map. Could not digitize the spawn or assign the ID#.
1974	ID# 1574	Bolkus Island (ID# 1574) spawn #2 on CHT# 7402001 appears partially on land when digitized on the TRIM base map. Assumed the spawn was not on the land, therefore, removed the spawn that was digitized on the land. Digitized the spawn and assigned the ID#s.
1974	ID# 1564, 1568	Jedway (ID# 1564, 1568) spawns #3-4 were the same length and width. Digitized the spawn, but did not assign the ID# s.
1975	ID# 1600-1601	Kingfisher Cove (ID# 1600-1601) spawns #1-2 were the same length and width. Digitized the spawn, but did not assign the ID#s.
1975	ID# 1591-1592	Barge Point (ID# 1591-1592) spawns #6-7 were labelled as the same spawn on CHT# 7502004. Digitized the spawn, but did not assign the ID#s.
1977	ID# 1677-1678	Davey Islets (ID# 1677-1678) spawn #1 and spawn #6 were labelled as the same spawn on CHT# 7702007. Digitized the spawn, but did not assign the ID#s.
1977	**ID# 1643-1651**	Skidegate Inlet (ID# 1643-1647), Alliford Bay (ID# 1648-1649), Maude Island (ID# 1650), and Shingle Bay (ID# 1651) No map. Could not digitize the spawn or assign the ID#.
1978	ID# 1699-1702	Jedway (ID# 1699-1702) spawns were not labelled. CHT# 7802003 was faded in areas making digitizing hard at times. Digitized the spawn, but did not assign the ID#s.
1978	ID# 1734-1736	Slim Inlet (ID# 1734-1736) spawns were not clearly labelled on CHT# 7802005. Digitized the spawn, but did not assign the ID#s.
1978	ID# 1723-1724	Section Cove (ID# 1723-1724) spawn was not labelled on CHT# 7802007. Digitized the spawn, but did not assign ID#s.
1978	ID# 1704-1715, 1740-1742	Burnaby Island North (ID# 1704-1715), Scudder Point (ID# 1740) and Alder Island (ID# 1741-1742) spawns were not labelled clearly on CHT# 7802008. Digitized the spawn, but did not assign ID#.
1978	ID# 1695-1697	Beattie Anchorage (ID# 1695-1697) spawn not labelled clearly on CHT# 7802010. There was only 2 spawns drawn on CHT# 7802010, but there were 3 spawn records on the herring spawn database. Digitized the spawn, but did not assign the ID#s.

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1978	ID# 1680-1681, 1684-1686, 1689-1690	Image Point (ID# 1680-1681), Torrens Island (Bare Is) (ID# 1684-1686), and Haida Point (ID# 1689-1690) drawn as one continuous spawn on CHT# 7802012 instead of 7 separate spawns. Digitized the spawn, but did not assign the ID#s.	
1978	No CHT# or ID#	Cumshewa Inlet map found in file folder with spawn drawn on it, but there was no accompanying spawn data and was not listed in the herring spawn database. Digitized the spawn, but could not assign ID#.	
1979	ID# 1784	Beattie Anchorage (ID# 1784) spawn #5 was 550x15 yards on CHT# 7902002 and the spawn summary sheet; however, the herring spawn database lists the spawns as 183x9 metres. Also the spawn date was 23/05/79 on CHT# 7902002 and the spawn summary sheet; however, the herring spawn database lists the spawn occurring on 21/05/79.	
1979	**ID# 1793**	Conglomerate Point (ID# 1793) spawn #4 was not drawn on CHT# 7902002. Could not digitize the spawn or assign the ID#.	
1979	**ID# 1783**	Beattie Anchorage (ID# 1783) spawn from herring spawn database does not match any of the spawns on CHT# 7902003. Could not digitize the spawn or assign the ID#.	
1979	CHT# 7902003	Beattie Anchorage spawn #12 measuring 200x10 yards on CHT# 7902003 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 1775, 1779	Beattie Anchorage (ID# 1775, 1779) spawn #1 and spawn #13 were labelled as the same spawn on CHT# 7902003. Digitized the spawn, but didn't assign the ID#s.	
1979	ID# 1774	Beattie Anchorage (ID# 1774, no ID# for spawn #12) spawn #2 and spawn #12 were labelled as the same spawn on CHT# 7902003. Digitized the spawn, but didn't assign the ID#s.	
1979	ID# 1776, 1781	Beattie Anchorage (ID# 1776, 1781) spawn #3 and spawn #11 were labelled as the same spawn on CHT# 7902003. Digitized the spawn, but didn't assign the ID#s.	
1979	ID# 1798-1799	Jedway (ID# 1798-1799) spawn #3 drawn as 1 unlabelled spawn on CHT# 7902009 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1979	CHT# 7902009	Jedway spawn #8 on CHT# 7902009 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1979	CHT# 7902010	Slim Inlet spawn #4 on CHT# 7902010 was not listed in the herring spawn database. The spawn was marked as 'spawn washed on shore' on CHT# 7902010. Digitized the spawn, but did not assign the ID#.	
1979	ID# 1748	Haida Point (ID# 1748) spawn #2 was 200x100 yards on CHT# 7902011, but the herring spawn database lists the spawn as 91x46 metres.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1980	ID# 1917-1921	Bolkus Island (ID# 1917-1921) spawn drawn as one continuous spawn on CHT# 8002001 instead of 5 separate spawns. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1961-1973	Poole Inlet (ID# 1961-1973) spawn drawn as 5 unlabelled spawns on CHT# 8002002 instead of 13 spawns as listed in the herring database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1924-1927	Slim Inlet (ID# 1924-1927) spawns were not labelled on CHT# 8002003. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1886-1897	Bag Harbour (ID# 1886-1897) spawn drawn as 6 unlabelled spawns on CHT# 8002005 instead of 12 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1867-1881, 1883-1885, 1928-1960	Burnaby Strait (ID# 1867-1881, 1883-1885), Scudder Point (ID# 1928-1955), and Alder Island (ID# 1956-1960) spawns drawn as 6 unlabelled spawns on CHT# 8002006 instead of 81 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1904-1916	Section Cove (ID# 1904-1916) spawn was not labelled on CHT# 8002008. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1848-1866	Huxley Island (ID# 1848-1866) spawns drawn as 8 unlabelled spawns on CHT# 8002010 instead of 19 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1898-1903	Dolomite Narrows (ID# 1898-1903) spawn was not labelled on CHT# 8002011. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 1839-1842, 1844	Atli Inlet (ID# 1839-1842, 1844) spawns drawn as continuous spawn on CHT# 8002012 instead of 5 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2067-2084	Huston Inlet (ID# 2067-2084) spawn drawn as 6 unlabelled spawns on CHT# 8102001 instead of 18 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2100-2119, 2123-2135, 2195-2201	Wanderer Point (ID# 2100-2103), Skaat Harbour (ID# 2104-2119), Wanderer Island (ID# 2123-2135), and Nomad Islet (ID# 2195-2201) spawn drawn as 4 unlabelled spawns on CH# 8102002 instead of 40 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2085-2099, 2120-2122	Bag Harbour (ID# 2085-2088), Dolomite Narrows (ID# 2089-2099), and Smithe Point (ID# 2120-2122) spawns drawn as 6 unlabelled spawns on CHT# 8102003 instead of 18 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2168-2194, 2212-2215	Poole Inlet (ID# 2168-2194) and Francis Bay (ID# 2212-2215) spawn drawn as 6 unlabelled spawns on CHT# 8102004 instead of 31 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1981	ID# 2138-2146	Selwyn Inlet (ID# 2138) and Sedgwick Bay (ID# 2139-2146) spawn was not labelled. Digitized the spawn, but did not assign the ID#s. Spawn #4 on CHT#812005 was a continuation of Spawn #4 on CHT# 8102003 expect one area of spawn not visible on either map. Only digitized the spawn drawn on maps.	
1981	ID# 2060-2062	Jedway (ID# 2060-2062) spawn drawn as 1 unlabelled spawn on CHT# 8102006 instead of the 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2152-2167	Alder Island (ID# 2152-2167) spawn drawn as 4 unlabelled spawns on CHT# 8102007 instead of 16 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2011-2023	Sedgwick Bay (ID# 2011-2023) spawn was labelled on CHT# 8102008, but the length width data was not. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2063-2066	Huxley (ID# 2063-2066) spawn drawn as 3 unlabelled spawns on CHT# 8102009 instead of 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#.	
1981	ID# 1996-2010	Atli Inlet (ID# 1996-2010) spawns drawn as 2 spawns on CHT# 8102010 instead of 15 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1981	ID# 2057-2059	Conglomerate Point (ID# 2057-2059) spawn was not labelled on CHT# 8102011. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2216-2226	Traynor Creek (ID# 2216-2226) spawn drawn as 2 unlabelled spawns on CHT# 8102012 instead of 11 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2033, 2037	Sewell Inlet (ID# 2033, 2037) spawn drawn as 1 spawn on CHT# 8102013 instead of 2 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2024-2025, 2027, 2037	Sewell Inlet (ID# 2024-2025, 2027, 2034) spawns were not labelled on CHT# 8102014. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2026, 2028-2032, 2035-2036	Sewell Inlet (ID# 2026, 2028-2032, 2035-2036) spawn drawn as 2 unlabelled spawns on CHT# 8102015 instead of 8 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 2038-2056, 2136-2137	Barge Point (ID# 2038-2039), Beattie Anchorage (ID# 2040-2056), and Dawson Cove (ID# 2136-2137) spawn drawn as 11 unlabelled spawns on CH# 8102016 instead of 21 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 1975-1977, 1984-1986, 1993-1995, 2207-2209	Second Beach + (ID# 2207-2209), Tree Island (Jewell Island) (ID# 1993-1995), Torrens Island (ID# 1984-1986), and Skidegate Inlet (ID# 1975-1977) spawns were drawn as 5 unlabelled spawns on CHT# 8102018 although the herring spawn database lists 12 ID#s. Digitized the spawns, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1981	ID# 1987-1992, 2147-2151, 2210-2211	Flowery Islets (ID# 1987-1992), Bush Islets (ID# 2210-2211) and Transit Island (ID# 2147-2151) spawns were drawn as 4 unlabelled spawns on CHT# 8102019 although the herring spawn database lists 13 ID#s. Digitized the spawns, but did not assign the ID#s.	
1981	ID# 1979-1981	Maude Island (ID# 1979-1981) spawns were not labelled on CHT# 8102020. Digitized the spawns, but did not assign the ID#s.	
1982	ID# 2269, 2273-2275, 2279, 2282-2287	Bolkus Island (ID# 2269) and Swan Bay (2273-2275, 2279, 2282-2287) spawn drawn as 3 unlabelled spawns on CHT# 8202001 instead of 12 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2295-2296, 2299-2301, 2303-2316	Poole Inlet (ID# 2295-2296, 2299-2301, 2303-2316) spawn drawn as 5 unlabelled spawns on CHT# 8202002 instead of 21 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1982	ID# 2239-2246	Sedgwick Bay (ID# 2239-2246) spawn drawn as 1 unlabelled spawn on CHT# 8202003 instead of 8 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2265, 2270-2272, 2318-2319	George Bay (ID# 2265), Slim Inlet (ID# 2270-2272), and Huston Point (ID# 2318-2319) spawn drawn as 4 unlabelled spawns on CHT# 8202004 instead of 6 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2254-2255, 2257-2259, 2276-2278, 2281-2288	Burnaby Strait (ID# 2254-2255), Bag Harbour (ID# 2257-2259), and Swan Bay (ID# 2276-2278, 2281-2288) spawn drawn as 5 unlabelled spawns on CHT# 8202005 instead of 17 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1982	ID# 2289-2291, 2293-2294, 2298, 2302	Alder Island (ID# 2289-2290), Saw Reef (ID# 2291), and Poole Inlet (ID# 2293-2294, 2298, 2302) spawn drawn as 8 unlabelled spawns on CHT# 8202006 instead of 7 spawns listed in the herring spawn database. One spawn overlaps with spawn from CHT# 8202002. Both spawns were labelled #6 so the spawns could be a continuous spawn although not noted on either of the maps. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2260-2264, 2266-2268	Dolomite Narrows (ID# 2260-2264) and Section Cove (ID# 2266-2268) spawn drawn as 3 unlabelled spawns on CHT# 8202009 instead of 8 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2248-2251	Conglomerate Point (ID# 2248-2251) spawn drawn as 2 unlabelled spawns on CHT# 8202010 instead of 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 2320	Lagoon Inlet Head (ID# 2320) spawn on CHT# 8202013 looks considerably different than the digital TRIM map. Digitized as best as possible and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1982	ID# 2232-2238	Selwyn Inlet (ID# 2232-2238) spawn drawn as 3 unlabelled spawns on CHT# 8202014 instead of 7 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2386-2391, 2408-2413	Swan Bay (ID# 2386-2391), Poole Inlet (ID# 2408-2410), and Rebecca Point (ID# 2411-2413) spawn drawn as 3 unlabelled spawns on CHT# 8302001 instead of 11 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID#2377-2379	Huston Inlet (ID# 2377-2379) spawn drawn as 2 unlabelled spawns on CHT# 8302002 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2368-2372, 2374-2376, 2380-2383	Huxley Island (ID# 2368-2372, 2374-2376) and Section Cove (ID# 2380-2383) spawn drawn as 2 unlabelled spawns on CHT# 8302003 instead of 12 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1983	ID# 2392-2404	Scudder Point (ID# 2392-2394) and Alder Island (ID# 2395-2399), and Saw Reef (ID# 2400-2404) spawn drawn as 5 unlabelled spawns on CHT# 8302004 instead of 13 spawns listed in herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2331-2335, 2337-2362, 2414-2420	Selwyn Inlet (ID# 2331-2335), Sewell Inlet (ID# 2337-2362), and Little Goose (ID# 2414-2420) spawn drawn as 19 spawns on CHT# 8302006 instead of 38 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2423-2432	McLellan Island (ID# 2423-2432) spawn drawn as 1 unlabelled spawn on CHT# 8302008 instead of 10 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2384-2385, 2433-2437	Davey Islets (ID# 2384-2385) and Moresby Camp (ID# 2433-2437) spawn drawn as 2 unlabelled spawns on CHT# 8302009 instead of 7 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2363-2365	Beattie Anchorage (ID# 2363-2365) spawn drawn as 1 unlabelled spawn on CHT# 8302010 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 2366-2367	Jedway (ID# 2366-2367) spawn drawn as 1 unlabelled spawn on CHT# 8302011 instead of 2 spawns listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1983	ID# 2321-2323, 2326-2329, 2405-2407	Kwuna Point (ID# 2321-2323), Haida Point (ID# 2326-2329), and Robber Island (ID# 2405-2407) spawn drawn as 3 unlabelled spawns on CHT# 8302012 instead of 10 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1984	**ID# 2535-2536**	Saw Reef (ID# 2535-2536) No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1984	ID# 2547	Poole Inlet (ID# 2547) spawn #7 was 1100m long in the herring spawn database and on the spawn summary sheet; however, on CHT# 8402001 spawn length was 1000m. Digitized the spawn and assign the ID#.	
1984	ID# 2502-2509	Huston Inlet (ID# 2502, 2509) spawns #4-5 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2501	Spawn #6 (ID# 2501) was 40 x 20m on the herring spawn database and summary sheet but 60 x 10m on the map	
1984	CHT# 8402004	Harriet Harbour spawn #2 on CHT# 8402004 measuring 370 x 40m not included in the herring spawn database. Digitized the spawn, but could not assign ID#.	
1984	ID# 2529, 2531	Alder Island (ID# 2529, 2531) spawns #5-6 have the same length and width on CHT# 8402006. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2511, 2554, 2556-2557	Burnaby Island North (ID# 2511) and Alder Island Creek (ID# 2554, 2556-2557) spawns # 11 and #14-16 were drawn as 1 spawn on CHT# 8402006 with no start or end points marked on the spawn. Digitized the spawn, but did not assign ID#s.	
1984	ID# 2464	Selwyn Inlet (ID# 2464) was not drawn on CHT# 8402011. Could not digitize the spawn or assign the ID#.	
1984	ID#2476, 2478	Beattie Anchorage (ID# 2476, 2478) spawns # 7-8 were drawn as a single spawn on CHT# 8402014. Digitized the spawn, but could not assign the ID#s.	
1984	ID# 2481, 2483-2484	Conglomerate Point (ID# 2481, 2483-2484) spawns #1 and #3-4 were the same length and width on CHT# 8402015. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2460	Haida Point (ID# 2460) spawn #10 on CHT# 8402016 says spawn continuous to Airplane ramp; however, the Airplane ramp was not shown on map. Only digitized what was on drawn on CHT# 8402016.	
1984	ID# 2448-2449	Torrens Island (Bare Island) (ID# 2448-2449) spawns #17-18 were drawn as a single spawn on CHT# 8402016. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 2444	Maude Island (ID# 2444) spawn #5 was not drawn on CHT# 8402019. Could not digitize the spawn or assign the ID#.	
1985	ID# 2618, 2623	Jedway (ID# 2618, 2623) spawns #10-11 were the same length and width on CHT# 8502002). Digitized the spawn, but did not assign the ID#s.	
1985	ID# 2621, 2624	Jedway (ID# 2621, 2624) spawn #8 and spawn #12 were the same length and width on CHT# 8502002. Digitized the spawn, but did not assign the ID#s.	
1985	ID# 2652	Scudder Point (ID# 2652) spawn #3 was 915x10m in the herring spawn database, but on CHT# 8502003 and the spawn summary sheet was 915x100m.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1986	ID# 2695	Burnaby Island North (ID# 2695) spawn #15 on CHT# 8602002 was 73m long, but on spawn summary sheet and the herring spawn database was 732m long.	
1986	ID# 2707, 2710	Traynor Creek (ID# 2707, 2710) spawns #8-9 were the same length and width on CHT# 8602005. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 2715, 2724	Traynor Creek (ID# 2715, 2724) spawns #10-11 were the same length and width on CHT# 8602005. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 2675, 2680	Haida Point (ID# 2675, 2680) spawn #6 and spawn #9 were the same length and width on CHT# 8602007. Digitized the spawn, but did not assign the ID#s.	
1987	**ID# 2741-2742, 2820-2824, 2826-2827**	Selwyn Inlet (ID# 2741-2742), Kilmington Point (ID# 2820-2821), Traynor (ID# 2822-2824), and Louise Narrows (ID# 2826-2827) No map. Could not digitize the spawn or assign the ID#.	
1987	**ID# 2825, 2738-2740, 2731**	Smith Point (ID# 2825), Skidegate Village (ID# 2738), Haida Point (ID# 2739-2740), and Image Point (ID# 2731) spawn in all drawn on land on CHT# 8702014. Could not digitized the spawn or assign the ID#s.	
1987	No CHT# or ID#	Gillatt Island spawn on unlabelled map. Data says the spawn was not measured and was not listed in the herring database. Digitized the spawn, but did not assign ID#.	
1987	**No CHT# or ID#**	Kilmington, Traynor Creek, Selwyn Rocks, and Louise Narrows area spawn summary sheet #870218 – no map and not found in the herring spawn database. Could not digitize the spawn or assign the ID#s.	
1987	**ID# 2828**	Louise Narrows (ID# 2828) No map. Could not digitize the spawn or assign the ID#.	
1988	ID# 23479-23483	Section Cove (ID# 23479), Alder Island Creek (ID# 23480-23481), Saw Reef (ID# 23482), and Scudder Point (ID# 23483) spawn was not clearly labelled on CHT# 8802001. Digitized the spawn, but did not assign the ID#.	
1988	**CHT# 8802007, 8802008**	CHT#s 8802007 and 8802008 not listed in the herring spawn database because the area was dual surveyed. Did not digitize this spawn.	
1988	**CHT# 8802010**	Some of the spawn already digitized as dive surveyed spawn (dual surveyed) thus did not digitize that spawn.	
1989	**ID# 2884**	Hutton Inlet (ID# 2884) spawn #14 was not drawn on CHT# 8902006. Could not digitize the spawn or assign the ID#.	
1989	**ID# 2887**	Hutton Inlet (ID# 2887) spawn #12 was not clearly drawn on CHT# 8902006. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 02
1990	ID# 2919-2921	Beattie Anchorage (ID# 2919-2921) spawn was labelled on CHT# 9002006, but there was no corresponding length and width data to link the spawns to the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1992	ID# 23862	Section Cove (ID# 23862) spawn length was 1250m on CHT# 9202002 on the spawn summary sheet, but the herring spawn database lists the spawn length as 1500m.	
1992	ID# 23863	Alder Island (ID# 23863) spawn length was 1750m on CHT# 9202002 on the spawn summary sheet, but the herring spawn database lists the spawn length as 1800m.	
1993	**ID# 24513**	Alder Island Creek (ID# 24513) spawn transect #30 has 0m spawn on CHT# 9302002. Could not digitize the spawn or assign the ID#.	
1993	**ID# 24517**	Scudder Point (ID# 24517) spawn transect #44 has 0m spawn on CHT# 9302002. Could not digitize the spawn or assign the ID#.	
1995	**ID# 25470**	Kingfisher Cove (ID# 25470) transects #47-48 on CHT# 9502003 have no dive transect sheets in data binder. Could not digitize the spawn or assign the ID#.	
1996	No CHT# or ID#	Two sets of transect sheets in binder. Half marked as entered in August 1996. Used those transects sheets to digitize the spawns.	
1996	**ID# 25900-25906**	Skidegate Inlet (ID# 25900), Kwuna Point (ID# 25901), Transit Island (ID# 25902), Haida Point (ID# 25903), Tree Island (Jewell Island) (ID# 25904), Torrens Island (Bare Island) (ID# 25905), and Village Bay (Rooney Bay) (ID# 25906) No map. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25608**	Kilmington Point (ID# 25608) spawn has no transects (Transect 81, 82) marked on the map. Could not digitize or assign the ID#.	

Statistical Area 03

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1933	**ID# 2923-2925**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 2926**	No map. Could not digitize the spawn or assign the ID#.	
1948	**ID# 2927-2928**	No map. Could not digitize the spawn or assign the ID#.	
1950	ID# 2929-2930	Stumaun Bay (ID# 2929-2930) spawn not labelled on CHT# 5003001. Digitized the spawn, but did not assign the ID#s.	
1951	ID# 2931-2933	Stumaun Bay (ID# 2931-2933) spawn not labelled on CHT# 5103001. Digitized the spawn, but did not assign the ID#s.	
1952	ID# 2934-2935	Stumaun Bay (ID# 2934-2935) spawn not labelled on CHT# 5203001. Digitized the spawn, but did not assign the ID#s.	
1953	**ID# 2936**	Port Simpson (ID# 2936) No map. Could not digitize the spawn or assign the ID#.	
1954	ID# 2937	Stumaun Bay (ID# 2937) spawn on CHT# 2403001 looks different than the TRIM base map. Digitized the spawn as best as possible.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1957	ID# 2942-2943	Stumaun Bay (ID# 2942-2943) spawn was not labelled on CHT# 5703001. Digitized the spawn, but did not assign the ID#s.	
1957	ID# 2944-2945	Cunningham Pass (ID# 2944) and Finlayson Island East (ID# 2945) spawn was not labelled on CHT# 5703002. Digitized the spawn, but did not assign the ID#s.	
1958	**ID# 2949-2950**	Tsimpsean Peninsula (ID# 2949-2950) No map. Could not digitize the spawn or assign the ID#.	
1958	ID# 2946-2948	Stumaun Bay (ID# 2946-2948) spawn drawn as 4 unlabelled spawn on CHT# 5803001 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1960	ID# 2952-2955	Stumaun Bay (ID# 2953-2953) and Cunningham Bay (ID# 2954-2955) spawn drawn as 5 unlabelled spawns on CHT# 6003001 instead of 4 spawns listed in the herring spawn database. CHT# 6003001 looks different than the TRIM base map thus digitized as best as possible. Digitized the spawn, but did not assign the ID#s.	
1961	ID# 2956-2960	Stumaun Bay (ID# 2956-2957) and Cunningham Pass (ID# 2958-2960) spawns were not labelled on CHT# 6103001. Digitized the spawn, but did not assign ID#s.	
1962	CHT# 6203003	Stumaun Bay spawn on CHT# 6203003 has 2 spawns that were not included in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1967	**ID# 2977-2978**	Birnie Island (ID# 2977-2978) spawn was not drawn on CHT# 6703001. Could not digitize the spawn or assign the ID#s.	
1968	ID# 2981-2983, 2985-2986, 2988	Stumaun Bay (ID# 2981-2983, 2985-2986, 2988) spawn was labelled #1-3 on 6 spawns on CHT# 6803001; however, the herring spawn database assigned a separate ID# for each of the spawns. Digitized the spawns, but did not assign the ID#s.	
1968	ID# 2979	Nasoga Gulf (ID# 2979) spawn drawn as 2 spawns on CHT# 6803002 one which was unlabelled; however, the herring spawn database only lists 1 spawn. The labelled spawn was drawn on land, therefore could not digitize the spawn. Digitized the unlabelled spawn and did not assign the ID#.	
1972	**ID# 3012-2020**	Stumaun Bay (ID# 3012-3017), Finlayson Island East (ID# 3018), and Port Simpson (ID# 3019-3020) No map. Could not digitize the spawn or assign the ID#.	
1974	ID# 3031, 3037-3038	Stumaun Bay (ID# 3031, 3037-3038) spawn #2 and spawn #4 were the same length and width on CHT# 7403002. Spawn #4 has been split from an 800x10 yard spawn to 2 366x9m spawns in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 3061, 3063	Port Simpson (ID# 3061, 3063) spawn #15 and spawn #17 were the same length and width on CHT# 7603002. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1979	**ID# 3098**	Harbour Reefs (ID# 3098) spawn does not match any of the spawn drawn on CHT# 7903001. Could not digitize the spawn or assign the ID#.	
1979	**ID# 3091-3092**	Redcliffe Point (ID# 3091-3092) spawn length and width data does not match the spawn drawn on CHT# 7903010. Could not digitize the spawn or assign the ID#.	
1980	ID# 3122, 3124	Port Simpson (ID# 3122, 3124) spawns #1-2 were drawn as a single spawn on CHT# 8003002. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3150, 3152	Grassy Point (ID# 3150, 3152) spawns #1-2 were the same length and width on CHT# 8203001. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3151, 3153	Grassy Point (ID# 3151, 3153) spawns #3-4 were the same length and width on CHT# 8203001. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3145-3148	Stumaun Bay (ID# 3145-3148) spawn drawn as 1 unlabelled spawn on CHT# 8203002 instead of 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3166-3169	Hastings Arm (ID# 3166-3169) spawn drawn as 2 unlabelled spawns on CHT# 8203003 instead of the 4 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3154-3165	Alice Arm (ID# 3154-3165) spawn was not labelled on CHT# 8203004. Digitized the spawn, but did not assign the ID#s.	
1985	ID# 3197-3198	Cunningham Pass (ID# 3197-3198) spawn was marked with start and end points on CHT# 8503002. Digitized the spawn as thin polygons along the coast and assigned the ID#s.	
1985	ID# 3195-3196	Cunningham Pass (ID# 3195-3196) spawns #4-5 were marked with start and end points on CHT# 8503003. Digitized the spawn as thin polygons along the coast and assigned the ID#s.	
1985	**ID# 3192-3194**	Cunningham Pass (ID# 3192-3194) spawns #1-3 were not drawn on CHT# 8503003. Could not digitize the spawn or assign the ID#s.	
1987	ID# 3214, 3219	Stumaun Bay (ID# 3214, 3219) spawns #8-9 were the same length and width on CHT# 8703001. Digitized the spawn, but did not assign the ID#s.	
1988	**ID# 23487-23491**	Cunningham Pass (ID# 23487), Grassy Point (ID# 23488, 23491), Village Island (ID# 23489), and Stumaun Bay (ID# 23490) spawn on CHT# 8803001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	
1989	**ID# 23570**	Finlayson Island East (ID# 23570) spawn on CHT# 8903001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 03
1990	**ID# 23655-23656**	Village Island (ID# 23655) and Stumaun Bay (ID# 23656) spawn on CHT# 9003001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	
1991	**ID# 23757-23759**	Finlayson Island East (ID# 23757), Port Simpson (ID# 23758), and Stumaun Bay (ID# 23759) spawn on CHT# 9103001 could not digitize because there were no dive transects sheets with spawn transect length data. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25887-25888, 25891**	Grassy Point (ID# 25887), Birnie Island (ID# 25888), and Nass Bay (ID# 25891) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 04

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1931	**ID# 3231-3234**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 3235**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 3236-3242**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 3243-3245**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 3246-3247**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 3248-3253**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 3254-3262**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 3263-3267**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 3268-3272**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 3273-3279**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 3280-3289**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 3290-3294**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 3295-3303**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 3304-3309**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1946	ID# 3310-3319	Butler Cove (ID# 3310), Big Bay (ID# 3311-3312), Swamp Island (ID# 3313), Tree Bluff (ID# 3314), Pearl Harbour (ID# 3315), Porcher Island (ID# 3316-3317), Sims Bay + (ID# 3318), and Refuge Bay (ID# 3319) spawn was drawn as 3 unlabelled spawns instead of 10 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1946	No CHT# or ID#	Prescott Island, Butler Cove, and Stephens Island spawn drawn on a hand drawn map which looks very different than the TRIM base map and was not in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1947	ID# 3321-3325, 3328	Big Bay (ID# 3321-3322), Swamp Island (ID# 3323), Tree Bluff (ID# 3324), Pearl Harbour (ID# 3325), and Duncan Bay (ID# 3328) spawn was not clearly labelled on CHT# 4704003. Hand drawn map looks very different than the TRIM base map, therefore, digitized as best as possible. Digitized the spawn, but did not assign the ID#s.	
1948	ID# 3335, 3337, 3339	Swamp Island (ID# 3335), Tree Bluff (ID# 3337), and Duncan Bay (ID# 3339) spawn has no clearly labelled spawn start and end points between each spawn on CHT# 4804003. Digitized the spawn, but did not assign the ID#s.	
1949	ID# 3353-3354, 3357-3358	Tree Bluff (ID# 3353-3354) and Ryan Point (ID# 3357-3358) spawn has no clearly labelled spawn start and end points between each spawn on CHT# 4904002. Digitized the spawn, but did not assign the ID#s.	
1950	**ID# 3363**	Big Bay (ID# 3363) spawn on CHT# 5004002 was marked with green indicating no 1950 spawn only 1949 spawn; however, there was a spawn record in the herring spawn database for 1950. Did not digitize the spawn or assign the ID#.	
1951	ID# 3372-3383	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5104001-5104002. ID# — Herring Spawn Database — Spawn Summary Sheet 3373-3378 — 3/31/1951 — 4/02/1951 3379 — 3/27/1951 — 3/27/-3/30/1951 3372 — 4/14/1951 — 4/14/-4/16/1951 3380-3382 — 4/04/1951 — 4/04/-4/06/1951 3383 — 4/06/1951 — 4/04/-4/06/1951	
1951	ID# 3375, 3377-3378	Tree Bluff (ID# 3375) and Ryan Point (ID# 3377-3378) spawn has no clearly labelled spawn start and end points between each spawn on CHT# 5104001. Digitized the spawn, but did not assign the ID#s.	
1951	**ID# 3381**	Sims Bay + (ID# 3381) spawn was not drawn on CHT# 5104002. Could not digitize the spawn or assign the ID#.	

<table>
<tr><th>Year</th><th>CHT# or ID#</th><th>Digitizer's Comments</th><th>Statistical Area 04</th></tr>
<tr><td>1951</td><td>NA</td><td colspan="2">Creak Island spawn was not list in the herring spawn database or the spawn summary sheet. Digitized the spawn, but did not assign the ID#.</td></tr>
<tr><td>1952</td><td>ID# 3384-3389, 3391-3392</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5204001-5204002.
ID# Herring Spawn Database Spawn Summary Sheet
3384-3386 4/4/1952 4/04/-4/07/1952
3387 4/18/1952 4/04/-4/07/1952
3389 4/3/1952 4/03/-4/06/1952
3388, 3391-3392 4/3/1952 4/03/-4/07/1952</td></tr>
<tr><td>1953</td><td>ID# 3393-3395, 3400-3401, 3406</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5304001-5304004.
ID# Herring Spawn Database Spawn Summary Sheet
3393-3394 3/21/1953 3/21/-3/23/1953
3395, 3400 3/23/2953 3/23/-3/25/1953
3406 4/3/1953 4/03/-4/19/1953
3401 4/18/1953 4/18/-4/19/1953</td></tr>
<tr><td>1954</td><td>ID# 3408-3414, 3416</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5404001-5404002.
ID# Herring Spawn Database Spawn Summary Sheet
3408-3410 3/27/1954 3/27/-3/30/1954
3411, 3414 4/20/1954 4/20/-4/22/1954
3412-3413 3/20/1954 3/20/-3/23/1954
3416 3/20/1954 3/20/-3/24/1954</td></tr>
<tr><td>1955</td><td>ID# 3417-3421</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 5504001.
ID# Herring Spawn Database Spawn Summary Sheet
3417-3420 3/31/1955 3/31/-4/01/1955
3421 3/29/1955 3/29/-4/01/1955</td></tr>
<tr><td>1955</td><td>ID# 3422</td><td colspan="2">Chismore Pass (ID# 3422) spawn was not drawn on CHT# 5504001. Could not digitize the spawn or assign the ID#.</td></tr>
<tr><td>1956</td><td>ID# 3423-3430</td><td colspan="2">Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT#5604001-5604002.
ID# Herring Spawn Database Spawn Summary Sheet
3423 4/16/1956 4/16/-4/17/1956
3424-3427. 3430 4/7/1956 4/07/-4/10/1956
3428-3429 4/20/1956 4/20/-4/23/1956</td></tr>
<tr><td>1956</td><td>ID# 3428-3429</td><td colspan="2">Metlakatla Village (ID# 3429) and Prince Rupert Harbour (ID# 3428) spawn was drawn as a 1 spawn on CHT# 5604002 instead of the 2 spawns listed in the herring spawn database. The map looks different than the TRIM base map. Digitized the spawn, but did not assign the ID#s.</td></tr>
</table>

Year	**CHT# or ID#**	**Digitizer's Comments**	**Statistical Area 04**
1957	**ID# 3431-3440**	No map. Could not digitize the spawn or assign the ID#.	
1958	ID# 3441-3443	Big Bay (ID# 3441-3443) spawn was not labelled on CHT# 5804001. Digitized the spawn, but did not assign the ID#s.	
1959	ID# 3444-3446	Big Bay (ID# 3444-3446) spawn was drawn as 5 unlabelled spawns on CHT# 5904001 instead of 3 spawns listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1961	**ID# 3462**	Hunts Inlet (ID# 3462) spawn was not drawn on CHT# 6104001. Could not digitize the spawn or assign the ID#.	
1961	ID# 3457, 3459-3461	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT#6104001. ID# — Herring Spawn Database — Spawn Summary Sheet 3457 — 3/24/1961 — 3/24/-3/27/1961 3460 — 3/24/1961 — 3/24/-3/31/1961 3461 — 3/24/1961 — 3/24/-3/26/1961 3459 — 3/29/1961 — 3/29/-3/31/1961	
1962	ID# 3465-3467	Burnt Cliff Island (ID# 3465-3467) spawn was drawn as 2 unlabelled spawns on CHT# 6204006 instead of 3 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 3476-3488	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 6304001-6304005. ID# — Herring Spawn Database — Spawn Summary Sheet 3487-3488 — 4/1/1963 — 4/01/-4/04/1963 3482-3483 — 4/7/1963 — 4/07/-4/09/1963 3485-3486 — 4/7/1963 — 4/07/-4/09/1963 3476-3480 — 4/7/1963 — 4/07/-4/09/1963 3484 — 4/5/1963 — 4/05/-4/09/1963 3481 — 4/1/1963 — 4/01/-4/03/1963	
1964	ID#3489-3492, 3495-3496, 3501-3502	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 6404001-6404003. ID# — Herring Spawn Database — Spawn Summary Sheet 3489-3492 — 3/31/1964 — 3/31/-4/03/1963 3501 — 4/25/1964 — 4/25/1963 (4/26 on CHT) 3502 — 4/04/1964 — 4/04/-4/05/1964 3495-3496 — 4/05/1964 — 4/05/-4/06/1964	
1965	ID# 3513-3514	Metlakatla Village (ID# 3513-3514) spawn drawn as 1 unlabelled spawn on CHT# 6504001 instead of 2 spawns as listed in the herring spawn database. Also the spawn date on the spawn summary sheet was 4/03/-4/04/1965 and in the herring spawn database it was 4/03/1965. Digitized the spawn, but did not assign the ID#.	
1965	ID# 3503-3508	Burnt Cliff Island (ID# 3503-3508) spawn was not labelled on CHT# 6504002. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1965	ID# 3511-3512	Duncan Bay (ID# 3511-3512) spawn drawn as 1 spawn on CHT# 6504003 instead of 2 spawns as listed in the herring spawn database. Also, the spawn date on the spawn summary sheet was 4/02/-4/03/1965 and in the herring spawn database it was 4/02/1965. Digitized the spawn, but did not assign the ID#s.	
1965	ID# 3509-3510	Prince Rupert Harbour (ID# 3509-3510) spawn was not labelled on CHT# 6504004. Digitized the spawn, but did not assign the ID#s.	
1968	ID# 3526-3527	Big Bay (ID# 3526-3527) spawn was not labelled on CHT# 6804004. Digitized the spawn, but did not assign the ID#s.	
1970	ID# 3541-3545	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 7004001-7004003. ID# — Herring Spawn Database — Spawn Summary Sheet 3540-3541 — 4/14/1970 — 4/14/-4/18/1970 3543-3545 — 4/14/1970 — 4/14/-4/18/1970 3542 — 4/10/1970 — 4/10/-4/18/1970	
1970	ID# 3543, 3545	Hunt Inlet (ID# 3543, 3545) spawns #1-2 were the same length and width on CHT# 7004001. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 3546-3547	Swamp Island (ID# 3546-3547) spawns #1-2 were the same length and width on CHT# 7104005. Digitized the spawn, but did not assign the ID#s.	
1972	**ID# 3558-3561**	Stephens Pass (Canoe Pass) (ID# 3558-3561) No map. Could not digitize the spawn or assign the ID#.	
1972	ID# 3556-3557, 3562-3572	Spawn dates were different between the herring spawn database and the spawn summary sheet for CHT# 7204001-7204007. ID# — Herring Spawn Database — Spawn Summary Sheet 3565 — 4/09/-5/12/1972 — 4/08/-4/10/1972 3563, 3556-3557 — 4/03/-4/06/1972 — 4/03/-4/04/1972 3571-3572 — 4/19/-4/26/1972 — 4/18/-4/20/1972 3564 — 4/26/-5/01/1972 — 4/25/-4/27/1972 3569-3570 — 4/27/-5/02/1972 — 4/27/-4/28/1972 3566 — 6/05/-6/08/1972 — 6/04/-6/06/1972 3567 — 6/02/-6/08/1972 — 6/01/-6/03/1972 3568 — 6/02/-6/08/1972 — 6/01/-6/03/1972 3562 — 6/18/-6/27/1972 — 6/18/-6/19/1972	
1972	ID# 3571-3572	Hunt Inlet (ID# 3571-3572) spawn was not labelled on CHT# 7204003. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 3563, 3565	Burnt Cliff Island (ID# 3563) and Pearl Harbour (ID# 3565) spawn drawn as 4 unlabelled spawns on CHT# 7204001 instead of 2 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 3590-3591	Burnt Cliff Island (ID# 3590-3591) spawns #2-3 were the same length and width on CHT# 7404001. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1974	ID# 3599	Japan Point (ID# 3599) spawn #3 around the islands on CHT# 7404004, but on land on the TRIM base map. Digitized the spawn along the coastline.	
1976	ID# 3634	Chismore Pass (ID# 3634) spawn #9 was 550x10 yards on CHT# 7604001; however, the herring spawn database and the spawn summary sheet list the spawn as 503x91 m.	
1976	ID# 3660	Mimicking Island (ID# 3660) spawn #4 was 200x150 yards on CHT# 7604004; however, the herring spawn database and the spawn summary sheet list the spawn as 183x91 m.	
1976	ID# 3645, 3647	Shattock Point (ID# 3645, 3647) spawns #15-16 were the same length and width on CHT# 7604005. Digitized the spawn, but did not assign the ID#s.	
1976	CHT# 7604005	Swallow Island spawns #17-18 on CHT# 7604005 were not included in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1976	**ID# 3673**	Bedford Island (ID# 3673) No map. Could not digitize the spawn or assign the ID#.	
1977	**ID# 3732-3739**	Chismore Passage (ID# 3732-3739) No map. Could not digitize the spawn or assign the ID#.	
1977	ID# 3691-3713	Big Bay (ID# 3691-3697), Burnt Cliff Island (ID# 3698-3704), and Pearl Harbour (ID# 3705-3713) spawn was drawn as 15 not clearly labelled spawns on CHT# 7704001 instead of the 26 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 3681-3690	Finlayson Island West (ID# 3681-3690) spawn was drawn as 1 unlabelled spawn on CHT# 7704002 instead of 8 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 3720-3721	Digby Island (ID# 3720-3721) spawn drawn as 1 unlabelled spawn on CHT# 7704005 instead of 2 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
19777	ID# 3722	Chismore Pass (ID# 3722) spawn width was 100 yards on CHT# 7704006; however, the herring spawn database and the spawn summary sheet list the spawn width as 10 yards (9 m).	
1977	ID# 3679-3680	Kelp Pass (ID# 3679-3680) spawn drawn as 1 unlabelled spawn on CHT# 7704088 instead of 2 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 3726-3731	Mason Point (ID# 3726-3727) and Ada Island (ID# 3728-3731) spawns were not labelled on CHT# 7704007. Digitized the spawn, but did not assign ID#s.	
1977	ID# 3674-3678	Kelp Pass (ID# 3674-3678) spawn was not labelled on CHT# 7704009. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1978	ID# 3768, 3770	Shattock Point (ID# 3768, 3770) spawns #F and #G were the same length and width on CHT# 7804001. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 3780-3781	Pearl Harbour (ID# 3780-3781) spawn was not labelled on CHT# 7904002. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 3797	Burnt Cliff Island (ID# 3797) spawn # 9 was 600x15 yards on CHT# 8004001 and the spawn summary sheet; however, the herring spawn database lists the spawns as 548x197 metres.	
1980	**ID# 3796-3797, 3799-3804**	Burnt Cliff Island (ID# 3796-3797) and Pearl Harbour (ID# 3799-3804) spawns #2-9 were not clearly drawn and were marked with a "?" on CHT# 8004001. Could not digitize the spawn or assign the ID#s.	
1980	**ID# 3787, 3790, 3793**	Big Bay (ID# 3787, 3790, 3793) spawns #11-12 and 20 were not clearly drawn and were marked with a "?" on CHT# 8004002. Could not digitize the spawn or assign the ID#s.	
1980	ID# 3805-3827	Island Point (ID# 3805-3827) spawn drawn as 1 unlabelled spawn on CHT# 8004003 instead of 22 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 3855-3857, 3864, 3873	Spawn length was different between the herring spawn database and the herring spawn summary sheet for CHT# 8204001 ID# Herring Spawn Database Spawn Summary Sheet 3856 1199 1200 3864 1899 1900 3855 1399 1400 3857 1999 2000 3873 899 900	
1982	ID# 3857	Big Bay (ID# 3857) spawn #16 continues until the head of Big Bay according to a note on CHT# 824002. The map does not show the head of Big Bay. Only digitized the spawn that was drawn on the map and assigned the ID#.	
1983	ID# 3882-3883	Pearl Harbour (ID# 3882-3883) spawns #10-11 were the same length and width on CHT# 8304003. Digitized the spawn, but did not assign the ID#s.	
1984	**ID# 3983**	Hunt Inlet (ID# 3983) spawn #29 was not drawn on CHT# 8404008. Could not digitize the spawn or assign the ID#s.	
1984	ID# 3966, 3969	Hunt Inlet (ID# 3966, 3969) spawns #30-31 were the same length and width on CHT# 8404008. Digitized the spawn, but did not assign the ID#s.	
1984	CHT# 8404011	Humpback Bay spawns #70-71 on CHT# 8404011 was not included on the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1984	CHT# 8404012	Chismore Pass spawns #72-74 on CHT# 8404012 was not included in the herring database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1985	**ID# 4173-4174**	Oval Point (ID# 4173-4174) No map. Could not digitize the spawn or assign the ID#.	
1985	CHT# 8504001-8504016	Spawn digitized as thin polygons in most cases because only the start and end points of the spawn were drawn on the maps. No actual spawn shapes were drawn on most of the maps.	
1985	**ID# 4075, 4079, 4098-4099**	Burnt Cliff Island (ID# 4075, 4079) and Pearl Harbour (ID# 4098-4099) spawns #2-3, 7 and C were not clearly labelled or drawn on CHT# 8504004. Could not digitize the spawn or assign the ID#s.	
1985	ID# 4044, 4047, 4057-4058, 4060-4061, 4071	Big Bay (ID# 4044, 4047, 4057-4058, 4060-4061, 4071) spawn drawn as 4 spawns on CHT# 8504006 instead of 7 spawns as listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1985	**ID# 4046, 4051, 4056**	Big Bay (ID# 4046, 4051, 4056) spawns #1, 3 and 6 were not drawn on CHT# 8504008. Could not digitize the spawn or assign the ID#s.	
1985	**ID# 4063**	Big Bay (ID# 4063) spawn #1a has no start point for spawn indicated on CHT# 8504008. Could not digitize the spawn or assign the ID#.	
1985	**ID# 4083-4093**	Tree Bluff Island (ID# 4083-4093) spawns #94-100 and 105-108 were not clearly drawn or labelled on CHT# 8504001. Could not digitize the spawn or assign the ID#s.	
1985	**ID# 4172**	Slippery Rock (ID# 4172) spawn #101 has no spawn start point drawn on CHT# 8504011. Could not digitize the spawn or assign the ID#s.	
1985	**ID# 4170**	Slippery Rock (ID# 4170) spawn #104 has no spawn end point drawn on CHT# 8504011. Could not digitize the spawn or assign the ID#s.	
1985	ID# 4131, 4140	Island Point (ID# 4132, 4140) spawns #9 and #15 were the same length and width on CHT# 8504016. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4181, 4183	Finlayson Island West (ID# 4181, 4183) spawns #10-11 were the same length and width on CHT# 8604001. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4177-4178	Finlayson Island West (ID# 4177-4178) spawns #12-13 were the same length and width on CHT# 8604001. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4294-4295	Devastation Island (ID# 4294-4295) spawn #89-90 were labelled as the same polygon on CHT# 8604006. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4299, 4302	Chapman Point (ID# 4299, 4302) spawns #88 and 91are labelled as the same polygon on CHT# 8604006. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 4300-4301	Chapman Point (ID# 4300-4301) spawns #87 and 92 were labelled as the same polygon on CHT# 8604006. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 04
1986	CHT# 8604007	Hunts Inlet spawn on CHT# 8604007 in the binder from the fire safe was not the map that should be digitized. The map to be digitized was the experimental data which was not in the binder. Charles Fort was going to look for that data. Could not digitize the spawn or assign the ID#s.	
1987	ID# 4385-4386	Otter Anchorage (ID# 4385-4386) spawns #23 and 88 were labelled as the same polygon on CHT# 8704001. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 4309-4310	Big Bay (ID# 4309-4310) spawns #50-51 were the same length and width on CHT# 8704002. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 4333-4334, 4377	Simpson Point (ID# 4333-4334) and Reeks Point (ID#4377) spawns #64-66 were drawn on CHT# 8704003 and 8704004. Digitized the spawn that was drawn on CHT# 8704004 and assigned the ID#s.	
1991	**CHT# 9104002**	Big Bay transects #146-147 and 43A were not drawn on CHT# 9104002. Could not digitize the spawn or assign the ID#s.	
1992	**CHT# 9204002**	Island Point transects A151 and B152 not drawn on CHT# 9204002. Could not digitize the spawn or assign the ID#s.	
1993	**ID# 24535-24536**	Porcher Island North (ID# 24535) and Lamb Point (ID# 24536) spawns have no transects drawn on CHT# 9304003. Could not digitize the spawn or assign the ID#s.	
1994	ID# 24643-24652	Spawn shapes were drawn on CHT# 9404001-9404005. Digitized spawn shapes instead of transect length/width data.	
1995	**ID# 25474-25481, 25892**	No map. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25762**	Island Point (ID# 25762) spawn on CHT# 960404 has no spawn width/length indicated on the transect data sheets. Could not digitize the spawn or assign the ID#.	
1996	**ID# 25889-25890, 9604901**	Pearl Harbour (ID# 25889), Creak Island (ID# 25890), and Escape Reefs (ID# 9604901) No map or data. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9702020**	Swamp Island (ID# 9702020) spawn has no transect width/length data listed for this spawn. On the summary sheet listed as macrocystis spawn not total spawn length with comment outside understory spawn. Could not digitize the spawn or assign the ID#s.	

Statistical Area 05

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1937	**ID# 4408-4411**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 4412-4415**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 4416-4419**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1940	**ID# 4420-4423**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 4424-4427**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 4428**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 4429**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 4430-4435**	No map. Could not digitize the spawn or assign the ID#.	
1969	ID# 11887-11888	Wakeman Sound (ID# 11887-11888) spawn was not labelled on CHT# 6912007. Digitized the spawn, but did not assign the ID#s.	
1969	ID# 11881-11882	Knight Inlet (ID# 11881-11882) spawns #2-3 were not labelled on CHT# 6912010. Digitized the spawn, but did not assign the ID#s.	
1969	ID# 11869-11870	Beware Pass (ID# 11869-11870) spawns were not labelled on CHT# 6912012. Digitized the spawn, but did not assign the ID#s.	
1969	ID# 11873-11874	Obrien Bay (ID# 11873-11874) spawns were not labelled on CHT# 6912013. Digitized the spawn, but did not assign the ID#s.	
1969	ID# 11863-11864	Health Bay (ID# 11863-11864) spawns #1-2 were not numbered on CHT# 6912016. Digitized the spawn, but did not assign the ID#s.	
1970	CHT# 7012001	Beaver Harbour (Ft Rupert) spawn #2 on CHT# 7012001 was not listed in the herring spawn database. Spawn #2 overlaps spawn #1. Digitized the spawn, but did not assign the ID#.	
1970	ID# 11893, 11895, 11897, 11899	Beaver Harbour (Ft Rupert) (ID# 11893, 11895, 11897, 11899) spawns on CHT# 7012003 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.	
1970	CHT# 7012007	Beware Pass spawn on CHT# 7012007 was not listed in the herring spawn database. No length and width data included on the map. Digitized the spawn, but did not assign the ID#.	
1970	ID# 11892, 11921, 11925-11926	Beaver Harbour (Ft Rupert) (ID# 11892) and Knight Inlet (ID# 11921, 11925-11926_ spawns were not labelled on CHT# 7012010. Digitized the spawn, but did not assign the ID#s.	
1970	ID# 11904-11905	Health Bay (ID# 11904-11905) spawns # 1-2 were the same shape (polygon) on CHT# 7012013. Also CHT# 7012013 looks quite different than the TRIM base map. Digitized the spawn as best as possible, but did not assign the ID#s.	
1970	**ID# 11906**	Health Bay (ID# 11906) spawn #4 not clearly drawn on CHT# 7012013. Could not digitize or assign the ID#.	
1970	ID# 11903-11906	Health Bay (ID# 11903-11906) spawns on CHT# 7012013 looks quite different than the TRIM base map. Digitized as best as possible.	
1970	ID# 11900, 11902	Clio Channel (ID# 11900, 11902) spawns were not labelled on CHT# 7012014. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1970	**ID# 11910**	Potts Lagoon (ID# 11910) spawn drawn on land on CHT# 7012019. Could not digitize or assign the ID#.	
1971	ID# 11952-11953	Knight Inlet (ID# 11952-11953) spawns on CHT# 7112001-7112003 were not clearly labelled. Also there were 8 spawn polygons on the maps (8400x1.0 yards, 29000x1.0 yards and 8100x1.0 yards) and only 2 ID#s listed in the herring spawn database (20269x1 metre). Digitized the spawns, but did not assign the ID#s.	
1971	ID# 11957	Wakeman Sound (ID# 11957) spawn on CHT# 7112005 has some spawn that appears to be on land on the digital map. Only digitized a small area along the coastline.	
1971	ID# 11942-11943	Clio Channel (ID# 11942-11943) spawns B-C were the same length and width on CHT# 7112008. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 11945-11946	Boughey Bay (ID# 11945-11946) spawns were not labelled on CHT# 7112014. Digitized the spawn, but did not assign the ID#s.	
1972	**ID# 11967-11968, 11971, 11973, 11992, 12011, 12013**	Beware Pass (ID# 11967-11968, 11971, 11973), Joe Cove (ID# 11992), and Wakeman Sound (ID# 12011, 12013) No map. Could not digitize the spawn or assign the ID#.	
1972	D# 11983, 11986-11987	Monday Anchorage (ID# 11983, 11986-11987) spawns were not labelled on CHT# 7212007. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 11984-11985	Monday Anchorage (ID# 11984-11985) spawns were not labelled on CHT# 7212008. Digitized the spawn, but did not assign the ID#s.	
1972	CHT# 7212011	Knight Inlet (Head) spawn #2 measuring 4500x1 yards on March 31, 1972 not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1972	ID# 12001-12002, 12009	Knight Inlet (ID# 12001-12002, 12009) spawns were not labelled on CHT# 7212014. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 11960-11962	Beaver Harbour (Ft Rupert) (ID# 11960-11962) spawns were drawn as 2 unlabelled spawns on CHT# 7212019 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 11963-11965	Deer Island (ID# 11963-11965) spawns were drawn as 1 unlabelled spawn on CHT# 7212020 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 11981-11982	Kenneth Pass (ID# 11981-11982) spawns were not labelled on CHT# 7212021. Digitized the spawn, but did not assign the ID#s.	
1973	**ID# 12030, 12035, 12047**	Monday Anchorage (ID# 12030, 12035) and Knight Inlet (ID# 12047) No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1973	ID# 12029, 12031-12034	Monday Anchorage (ID# 12029, 12031-12034) spawns were not clearly labelled on CHT# 7312002. There were no dividing lines between spawns #3-5 (digitized as 1 polygon). Digitized the spawn, but did not assign the ID#s.	
1973	CHT# 7312003	Monday Anchorage spawns on CHT# 7312003 overlap some of the spawn on CHT# 7312002. The Monday Anchorage spawns on CHT# 7312003 (3900x2 yards on April 9, 1973) were not listed in the herring spawn database. Digitized the spawn, but did not assign ID#s.	
1973	ID# 12038-12042	Joe Cove (ID# 12038-12042) spawns were not labelled on CHT# 7312004. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 12043, 12045, 12049	Knight Inlet (ID# 12043, 12045, 12049) spawns #2-4 were not labelled on CHT# 7312005. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 12044, 12048, 12050	Knight Inlet (ID# 12044, 12048, 12050) spawns were not labelled on CHT# 7312006. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 12051-12056	Wakeman Sound (ID# 12051-12056) spawns were not labelled on CHT# 7312007. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 12036-12037	Claydon Bay (ID# 12036-12037) spawns were not labelled on CHT# 7312008. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 12025-12026	Potts Lagoon (ID# 12025-12026) spawns were drawn as 1 unlabelled spawn on CHT# 7312012 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 12021, 12027	Clio Channel (ID# 12021) and Potts Lagoon (ID# 12027) spawns were not labelled on CHT# 7312013. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 12015-12017	Beaver Harbour (Ft Rupert) (ID# 12015-12017) spawns were drawn as 1 unlabelled spawn on CHT# 7312014 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 12057-12064	Beaver Harbour (Ft Rupert) (ID# 12057-12064) spawns were not labelled on CHT# 7412001. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 12071-12072	Monday Anchorage (ID# 12071-12072) spawns #1-2 were not labelled on CHT# 7412003. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 12086, 12088	Wakeman Sound (ID# 12086, 12088) spawns #3-4 were the same spawn on the CHT # 7412005 (there was no dividing line). Digitized but couldn't assign ID#.	
1974	ID# 12078, 12081	Knight Inlet (ID# 12078, 12081) spawns # 2 and 5 were the same length and width on CHT# 7412006. Digitized the spawns, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1974	ID# 12076, 12082	Knight Inlet (ID# 12076, 12082) spawns #4 and 6 were labelled as the same polygon with a question mark on CHT# 7412006. Digitized the spawn, but did not assign an ID#s.	
1975	**ID# 12103-12104**	Beware Pass (ID# 12103-12104) No map. Could not digitize the spawn or assign the ID#.	
1975	ID# 12130-12131	New Vancouver (Karlukwees) (ID# 12130-12131) spawns were not labelled on CHT# 7512003. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 12090-12101	Beaver Harbour (Ft Rupert) (ID# 12090-12101) spawns were drawn as 3 unlabelled spawns on CHT# 7512005 although herring spawn database lists 12 ID#s. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 12118, 12122	Knight Inlet (ID# 12118, 12122) spawns #3 and 5 were the same length and width on CHT# 7512006. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 12118, 12120, 12122	Knight Inlet (ID# 12118, 12120, 12122) spawns #4-5 were not labelled on CHT# 7512006. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 12123	Knight Inlet (ID# 12123) spawn was not drawn on CHT# 7512007. Could not digitize or assign the ID#.	
1975	7 ID# 12125-12129	Wakeman Sound (ID# 12125-12129) spawns were not labelled on CHT# 7512010. Only 3 spawns were drawn on the map, but the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 12136-12137	Obrien Bay (ID# 12136-12137) spawns were not labelled on CHT# 7612010. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 12146, 12148	Joe Cove (ID# 12146, 12148) spawns #1-2 were the same length and width on CHT# 7612013. Digitized the spawn, but did not assign the ID#s.	
1976	7612015	Knight Inlet (ID# 12153, 12155) spawns #1 and #3 were the same length and width on CHT# 7612015. Digitized the spawn, but did not assign the ID#s.	
1977	**ID# 12167**	Beware Pass (ID# 12167) No map. Could not digitize the spawn or assign the ID#.	
1977	CHT# 7712004	Wakeman Sound spawn on CHT# 7712004 has one spawn that was not labelled. Digitized the spawn, but did not assign the ID#.	
1978	ID# 12183-12184	Joe Cove (ID# 12183-12184) spawn was drawn as 1 unlabelled spawn on CHT# 7812001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 12181-12182	Monday Anchorage (ID# 12181-12182) spawns were not labelled on CHT# 7812002. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 12185, 12187	Knight Inlet (ID# 12185, 12187) spawns were not labelled on CHT# 7812006. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1979	**ID# 12192-12193**	Shelter Bay (ID# 12192) and Beaver Harbour (Ft Harbour) (ID# 12193) No map. Could not digitize the spawn or assign the ID#.	
1979	ID# 12211	Wakeman Sound (ID# 12211) spawn #6 on CHT# 7912004 looks different than the TRIM base map. The TRIM coastline was curved (unlike CHT# 7912004) so digitized as a curve rather than a straight line.	
1979	ID# 12201, 12204	Knight Inlet (ID# 12201, 12204) spawns #4-5 were the same length and width on CHT# 7912005. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 12217, 12233, 12235, 12249-12250, 12259	Shelter Bay (ID# 12217), Knight Inlet (ID# 12233, 12235), Wahshihlas Bay (ID# 12249-12250), and Jula Island (ID# 12259) No map. Could not digitize the spawn or assign the ID#.	
1980	**CHT# 8012006**	Knight Inlet spawns #1, 2, 5 and 6 were not drawn on CHT# 8012006 or included in the herring spawn database. However, there was length and width data for the spawns on CHT# 8012006. Could not digitize the spawn or assign the ID#s.	
1980	ID# 12227-12228	Obrien Bay (ID# 12227) and Simoom Sound (ID# 12228) spawns were unlabelled on CHT# 8012010 and 8012012. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 12246	Shawl Bay (ID# 12246) spawn on CHT# 8012014 was drawn as a small bit of spawn on the map. A note says "gut from Moore Bay into Shawl Bay". Only digitized the spawn that was drawn on the map.	
1980	ID# 12247-12248	Gregory Island (ID# 12247-12248) spawns was drawn as 1 unlabelled spawn on CHT# 8012019 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 12219-12220	Keogh Shoals (ID# 12219-12220) spawns were not labelled and not clearly drawn on CHT# 8012020. Digitized the thin line shown on right hand side of map, but did not assign the ID#s.	
1981	**ID# 12260-12299**	Clio Channel (ID# 12260-12262), Bend Island (ID# 12263), Grappler Sound (ID# 12264), Monday Anchorage (ID# 12265-12267), Claydon Bay (ID# 12268), Joe Cove (ID# 12269), Knight Inlet (ID# 12270-12282), Kingcome Inlet (ID# 12283-12284), and Wakeman Sound (ID# 12285-12299) No map. Could not digitize the spawn or assign the ID#.	
1982	ID# 12311, 12325	Wakeman Sound (ID# 12311, 12325) spawns I and K were the same width and length on CHT# 8212002. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 12300, 12302-12303	Clio Channel (ID# 12300, 12302-12303) spawns #2-4 were drawn as a single spawn with no dividing lines to splits the polygon on CHT# 8212003. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments Statistical Area 05
1983	ID# 12350	Wakeman Sound (ID# 12350) spawn #10 has a width of 1.5m of CHT# 8312003, but the herring spawn database lists the spawn width as 1.0m.
1984	**ID# 12377-12380**	Kenneth Pass (ID# 12377-12380) No map. Could not digitize the spawn or assign the ID#.
1984	ID# 12372-12376	Beaver Harbour (Ft Rupert) (ID# 12372-12376) spawns on CHT# 8412009 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.
1984	ID# 12370-12371	Hardy Bay (ID# 12370-12371) spawn were drawn as 1 unlabelled spawn on CHT# 8412010 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.
1985	ID# 12420-12421	Franklin Flats (ID# 12420-12421) spawn #2 has a note that says "continues up Knight Inlet for 2 miles" on CHT# 8512001. Only 1 spawn was drawn on the map, but the herring spawn database lists 2 ID#s. Digitized only the spawn drawn on the map, but did not assign the ID#s.
1985	ID# 12397-12398	Beaver Harbour (Ft Rupert) (ID# 12397-12398) spawns on CHT# 8512003 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.
1985	CHT# 8512005	Canoe Pass spawn #1 on CHT# 8512005 measuring 100x25m on April 3, 1985, was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.
1986	ID# 12422-12426	Beaver Harbour (Ft Rupert) (ID# 12422-12426) spawns were not drawn on CHT# 8612001. Instead the spawns were marked using start and end of spawns. Digitized the spawn as thin lines along the coastline. CHT# 8612001 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.
1986	ID# 12423, 12426	Beaver Harbour (Ft Rupert) (ID# 12423, 12426) spawns #1 and 4 were drawn and labelled as the same spawn on CHT# 8612001. Digitized the spawn, but did not assign the ID#.
1986	ID# 12437, 12439	Glacier Bay (ID# 12437, 12439) spawns #2 and 4 were the same length and width on CHT# 8612005. Digitized the spawn, but did not assign the ID#s.
1987	ID# 12455, 12457-12458, 12460	Beaver Harbour (Ft Rupert) (ID# 12455, 12457-12458, 12460) spawns on CHT# 8712002 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.
1987	ID# 12462, 12465	Knight Inlet (ID# 12462, 12465) spawns #6 and 8 were the same length and width on CHT# 8712005. Digitized the spawn, but did not assign the ID#s.

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1987	ID# 12462, 12465	Knight Inlet (ID# 12462, 12465) Spawn #8 was 1250x1.5 m on CHT#8712005, but the herring spawn database lists the spawn as 1250x1 m.	
1987	ID# 12484-12489, 12492-12493, 12495-12498	Wakeman Sound (ID# 12484-12489, 12492-12493, 12495-12498) spawns were not clearly labelled. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 12500-12503	Beaver Harbour (Ft Rupert) (ID# 12500-12503) spawns on CHT# 8812002 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.	
1988	ID# 12538, 12542	Glacier Bay (ID# 12538, 12542) spawns # 3-4 were not labelled on CHT# 8812004. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 12522, 125424, 12526, 12529, 12531, 12533-12535, 12537, 12539-12541	Glacier Bay (ID# 12522, 125424, 12526, 12529, 12531, 12533-12535, 12537, 12539-12541) spawn was drawn as 2 unlabelled spawns on CHT# 8812005 although the herring spawn database lists 12 ID#s. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 12504	Kingcome Inlet (ID# 12504) spawn was marked with start and end of spawn lines on CHT# 8812006. Digitized as a thin line along the coastline.	
1988	ID# 12505-12514	Wakeman Sound (ID# 12505-12514) spawn was marked with start and end of spawn lines on CHT# 8812007. Digitized spawn as a thin line along the coastline.	
1988	ID# 12530, 12536	Glacier Bay (ID# 12530, 12536) spawns #1-2 were not labelled on CHT# 8812008. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 12547-12519, 12521	Wahkash Creek (ID# 12517-12519, 12521) were not clearly labelled on CHT# 8812009. Also not sure where the start and end points of the spawn were. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12557-12669	There were no spawn shapes drawn on maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline.	
1989	ID# 12557-12563	Beaver Harbour (Ft Rupert) (ID# 12557-12563) spawns on CHT# 8912001-8912003 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.	
1989	ID# 12570-12571, 12574	Ahnuhati Pt (ID# 12570-12571, 12574) spawns #1-3 were drawn and labelled as the same spawn on CHT# 8912004. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12639-12641	Axe Point (ID# 12639-12641) spawns A, B and C were drawn as the same spawn on CHT# 8912004. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1989	ID# 12656-12658	Deer Bay (ID# 12656-12658) spawns D, E and F were drawn and labelled as the same spawn on CH# 8912004. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12572-12573	Ahnuhati Pt (ID# 12572-12573) spawns C-a and C-2 were drawn and labelled as the same spawn on CHT# 8912005. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12660-12661, 12665	Deer Bay (ID# 12660-12661, 12665) spawns A, B and C were drawn and labelled as the same spawn on CHT# 8912008. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12659, 12662	Deer Bay (ID# 12659, 12662) spawns D and E were the same length and width and were drawn as the same spawn on CHT# 8912008. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12665-12667	Hatchet Point (ID# 12665-12667) spawns #1-3 were drawn and labelled as the same spawn on CHT# 8912008. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12663-12664	Hatchet Point (ID# 12663-12664) spawns # 4-5 were drawn and labelled as the same spawn on CHT# 8912008. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12644-12646, 12648, 12653	Knight Inlet Head (ID# 12644-12646, 12648, 12653) spawns A- E were drawn and labelled as the same spawn on CHT# 8912009. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12649-12650	Knight Inlet Head (ID# 12649-12650) Spawns C-D were drawn and labelled as the same spawn on CHT# 8912010. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 12601-12602, 12607, 12609, 12611	Wahshihlas Bay (ID# 12601-12602, 12607, 12609, 12611) spawns #1-5 were drawn and labelled as the same spawn on CHT# 8912010. Digitized the spawn, but did not assign the ID#s.	
1989	**ID# 12603**	Wahshihlas Bay (ID# 12603) spawn 6 was not drawn on CHT# 8912010. Could not digitize the spawn or assign the ID#.	
1989	ID# 12604-12605	Wahshihlas Bay (ID# 12604-12605) spawns #7-8 were drawn and labelled as the same spawn on CHT# 8912010. Digitized the spawn, but did not assign the ID#s.	
1989	**ID# 12599**	Wahshihlas Bay (ID# 12599) spawn F-1 was not included on CHT# 8912011. Could not digitize the spawn or assign the ID#.	
1989	ID# 12591-12593	Wakeman Sound (ID# 12591-12593) spawns I, L and D were the same length and width on CHT# 8912012. Digitized the spawn, but did not assign the ID#s.	
1989	**ID# 12579**	Kingcome Inlet (ID# 12579) spawn B has no spawn end point marked on CHT# 8912013. Could not digitize the spawn or assign the ID#.	
1989	**ID# 12577-12578, 12581-12582**	Kingcome Inlet (ID# 12577-12578, 12581-12582) spawns O, P, Q and R have no spawn start or end point indicated on CHT# 8912014. Could not digitize the spawn or assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1989	**ID# 12575, 12585**	Kingcome Inlet (ID# 12575, 12585) spawns B-C have no spawn start and end points indicated on *CHT# 8912015. Could not digitize* the spawn or assign the ID#s.	
1990	ID#12670-12790	There were no spawn shapes drawn on maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline.	
1990	**ID# 12702**	Kingcome Inlet (ID# 12702) spawn I was not drawn on CHT# 9012002. Could not digitize the spawn or assign the ID#.	
1990	ID# 12782, 12789	Deer Bay (ID# 12782, 12789) spawns W15 and W14 were drawn and labelled as the same spawn on CHT# 9012005. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12763-12764	Axe Point (ID# 12763-12764) spawns W22-W23 were drawn and labelled as the same spawn on CHT# 9012005. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12681-12682, 12685	Knight Inlet (ID# 12681-12682, 12685) Spawns W29-W31 were drawn and labelled as the same spawn on CHT# 9012005. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12687, 12765-12766	Knight Inlet (ID# 12687) and Axe Point (ID# 12765-12766) spawns W19-W20 and W27 were the same length and width on CHT# 9012005. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12675, 12678	Knight Inlet (ID# 12675, 12678) spawns W25 and W28 were the same length and width on CHT# 9012005. Digitized the spawn, but did not assign the ID#s.	
1990	CHT# 9012005	Knight Inlet – Axe Point spawns W27-W28 were drawn and labelled as the same spawn on CHT# 9012005. Digitized the spawn, but did not assign the ID#s.	
1990	CHT# 9012005	Knight Inlet – Axe Point spawns W19-W20 were drawn and labelled as the same spawn on CHT# 9012005. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12786-12787	Deer Bay (ID# 12786-12787) spawns W12-W13 were drawn and labelled as the same spawn on CHT# 9012005 and 9012008. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12690-12692, 12694	Ahnuhati Pt (ID# 12690-12692, 12694) spawns W33-W36 were drawn and labelled as the same spawn on CHT# 9012006. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12693, 12695	Ahnuhati Pt (ID# 12693, 12695) spawns W37-W38 were drawn and labelled as the same spawn on CHT# 9012006. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12747, 12751-12752, 12755	Glacier Bay (ID# 12747, 12751-12752, 12755) spawns E30- E33 were drawn and labelled as the same spawn on CHT# 9012006. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12758, 12762	Glacier Bay (ID# 12758, 12762) spawns E34-E35 were drawn and labelled as the same spawn on CHT# 9012006. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1990	ID# 12750, 12761	Glacier Bay (ID# 12750, 12761) spawns E36-E37 were drawn and labelled as the same spawn on CHT# 9012006. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12754, 12756	Glacier Bay (ID# 12754, 12756) spawns E41-E42 were drawn and labelled as the same spawn on CHT# 9012006. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12759-12760	Glacier Bay (ID# 12759-12760) spawns E43-E44 were drawn and labelled as the same spawn on CHT# 9012006. Digitized the spawn, but did not assign the ID#s.	
1990	**ID# 12777, 12780**	Knight Inlet Head (ID# 12777, 12780) spawns E28-E29 have no spawn start or end points drawn on CHT# 9012007. Could not digitize the spawn or assign the ID#s.	
1990	**ID# 1269, 12776, 12779, 12790**	Knight Inlet Head (ID# 12769, 12776, 12779) and Hatchet Point (ID# 12790) Spawns W1- W4 were drawn along a slashed line that was not along the coast, but on land on CHT# 9012007. Could not digitize the spawn or assign the ID#s.	
1990	ID# 12771, 12774	Knight Inlet Head (ID# 12771, 12774) spawns E25-E26 were drawn and labelled as the same spawn on CHT# 9012007. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12673-12674	Knight Inlet (ID# 12673-12674) spawns E11-E12 were drawn and labelled as the same spawn on CHT# 9012008. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 12785, 12788	Knight Inlet (ID# 12785, 12788) spawns W10-W11 were drawn and labelled as the same spawn on CHT# 9012008. Digitized the spawn, but did not assign the ID#s	
1990	CHT# 9012009	Wakeman Sound spawn H was drawn on CHT# 9012009, but was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1990	ID# 12670	Beaver Harbour (Ft Rupert) (ID# 12670) spawn on CHT# 9012010 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast.	
1991	ID# 12791-12882	There were no spawn shapes drawn on maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline.	
1991	ID# 12865, 12867	Glacier Bay (ID# 12865, 12867) spawns E15-E16 were drawn and labelled as the same spawn on CHT# 9112001. Digitized the spawn, but did not assign the ID#s	
1991	ID# 12860, 12862, 12866	Glacier Bay (ID# 12860, 12862, 12866) spawns E17-E19 were drawn and labelled as the same spawn on CHT# 9112001. Digitized the spawn, but did not assign the ID#s	
1991	ID# 12857, 12861, 12863	Glacier Bay (ID# 12857, 12861, 12863) spawns E20-E22 were drawn and labelled as the same spawn on CHT# 9112001. Digitized the spawn, but did not assign the ID#s	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1991	**ID# 12856**	Wahkash Cr (ID# 12856) spawn E11 has no spawn start or end points drawn on CHT# 9112002. Could not digitize the spawn or assign the ID#.	
1991	**ID# 12849**	Wahshihlas Bay (ID# 12849) spawn W7 was drawn on land on CHT# 9112002. Could not digitize the spawn or assign the ID#.	
1991	ID# 12876, 12878, 12882	Deer Bay (ID# 12876, 12878, 12882) spawns W15-W17 were drawn and labelled as the same spawn on CHT# 9112002. Digitized the spawn, but did not assign the ID#s	
1991	ID# 12854-12855	Wahkash Cr (ID# 12854-12855) spawns E9-E10 were drawn and labelled as the same spawn on CHT# 9112002. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 12848, 12850	Wahshihlas Bay (ID# 12848, 12850) spawns W5-W6 were drawn and labelled as the same spawn on CHT# 9112002. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 12847, 12851-12853	Wahshihlas Bay (ID# 12847, 12851-12853) Spawns W1-W4 were drawn and labelled as the same spawn on CHT# 9112002. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 12868, 12874	Knight Inlet Head (ID# 12868, 12874) spawns E3-E4 were drawn and labelled as the same spawn on CHT# 9112002. Digitized the spawn, but did not assign the ID#s.	
1991	CHT# 9112002	Wahkash Point/Creek spawns E12-E13 were not listed in the herring spawn database, but they were included on the map, and spawn length and width data was listed on summary sheet. Digitized the spawn, but did not assign the ID#.	
1991	ID# 12791-12792	Beaver Harbour (Ft Rupert) (ID# 12791-12792) spawn was drawn as a single spawn on CHT# 9112003, but the herring spawn database lists 2 ID#s. Spawn on CHT# 9012010 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 12808	Kingcome Inlet (ID# 12808) spawn Y was only 200 m long in herring spawn database, but on CHT# 9112005 it appears to be way longer than that (way longer than all the rest of the spawns yet the shortest according to herring spawn database). Note on map says the spawn was patchy! Digitized the spawn and assigned ID#.	
1991	**CHT# 9112007**	Kingcome Inlet Spawn DD on CHT# 9112007 has a note that states not surveyed and the spawn was not listed in the herring spawn database. Did not digitize the spawn or assign the ID#.	
1991	ID# 12819, 12821	Kingcome Inlet (ID# 12819, 12821) spawns GG and HH were drawn and labelled as the same spawn on CHT# 9112007. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 12822-12823	Kingcome Inlet (ID# 12822-12823) spawns FF and MM were drawn and labelled as the same spawn on CHT# 9112007. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1992	ID# 12883-13049	There were no spawn shapes drawn on maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline.	
1992	**ID# 12947, 12950, 12960**	Kingcome Inlet (ID# 12947, 12950, 12960) No map. Could not digitize the spawn or assign the ID#.	
1992	ID# 12884	Beaver Harbour (Ft Rupert) (ID# 12884) spawn on CHT# 9212001 looks quite different than the TRIM base map. Location of Fort Rupert not similar. Digitized the spawn so the spawn lined up with Cattle Islands and with the coast. Digitized the spawn, but did not assign the ID#.	
1992	**ID# 12885, 12888**	Simoom Sound (ID# 12885, 12888) spawn on CHT# 9212003 unclear where the spawn in located. Did not digitize the spawn or assign the ID#s.	
1992	**ID# 12886-12887, 12888**	Simoom Sound (ID# 12886-12887, 12889) spawns TI-1, TI-2 and TI-3 have no spawn start or end points shown on CHT# 9212004. Could not digitize the spawn or assign the ID#s.	
1992	ID# 13010	Gregory Island (ID# 13010) spawn SE0 was indicated with arrows on CHT# 9212004. Digitized the spawn as small spot spawns.	
1992	CHT# 9212005-9212007	CHT# 9212005-9212007 were drawn on the back of the data sheets and provide more detail for CHT# 9212012- 9212013.	
1992	**ID# 12890, 12892, 12894, 12896, 12899, 12903, 12905-12907,12914, 12916, 12922**	Thompson Sound (ID# 12890, 12892, 12894, 12896, 12899, 12903, 12905-12907, 12914, 12916, 12922) spawn was not clearly drawn and thus not sure where to digitize the spawn on CHT# 9212008. Did not digitize the spawn or assign the ID#s.	
1992	CHT #9212011	Thompson Sound spawn S-4 drawn on CHT# 9212011, but was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1992	**ID# 12891, 12921, 12924, 12927**	Thompson Sound (ID# 12891, 12921, 12924, 12927) spawn N-9, N-10, S-7 and S-6 on CHT# 9212011 appears along the coastline, but on the TRIM base map appears on land. Did not digitize the spawn or assign the ID#s.	
1992	ID# 13035-13036	Moore Bay (ID# 13035-13036) spawn SC drawn as 1 spawn on CHT# 9212015, but the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1992	ID# 12983	Wakeman Sound (ID# 12983) Spawn E17 appears to continue on past what was visible on the CHT# 9212017. Only digitized the spawn that was drawn on the map.	
1992	**ID# 12949, 12956, 12976**	Kingcome Inlet (ID# 12949, 12956, 12976) spawn on CHT# 9212019 appears in the flats area, but unsure exactly where the spawn was located. Did not digitize the spawn or assign ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1992	**ID# 12959**	Kingcome Inlet (ID# 12959) spawn SA for area 12-46 was not drawn on CHT# 9212023. Did not digitize the spawn or assign the ID#. Note that spawns for CHT# 9212014-9212015 overlap almost exactly with the spawns on CHT# 9212023.	
1992	CHT# 9212025	Knight Inlet spawn W12 on CHT# 9212025 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1992	ID# 12908, 12911, 12915, 12917, 12923, 12925	Thompson Sound (ID# 12908, 12911, 12915, 12917, 12923, 12925) spawn on CHT# 9212027 looks quite different that the TRIM base map. Part spawn #2 (ID# 12908) appears on land on the TRIM base map. Only digitized the spawn that was along the coastline.	
1993	ID# 25118-25226	There were no spawn shapes drawn on the maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline.	
1993	CHT# 9312001	Hardy Bay – Beaver Harbour spawn #2 on CHT# 9312001 measuring 150 yards on April 5, 1993, was not in the herring spawn database. Digitized the spawn, but did not assign ID#.	
1993	9312002	Wakeman Sound (ID# 25139-251423, 25145-25149, 25151-25158) spawns #1-2, #4-7 and #10-22 were the same length and width on CHT# 9312002. Digitized the spawn, but did not assign the ID#s.	
1993	ID# 25213-25217	Knight Inlet Head (ID# 25213-25217) spawn N01 digitized as a straight line on CHT# 9312003. Only 1 spawn was drawn on the map, but the herring spawn database lists 5 ID#s. In some cases the spawn dates were the same, but the lengths and widths were different and in others bother the spawn dates and length and widths were different when comparing the map data to what was in the herring spawn database Digitized the spawn, but did not assign the ID#s	
1993	ID# 25127, 25134	Ahnuhati Pt (ID# 25127, 25134) spawn W16 was drawn as 1 unlabelled spawn on CHT# 9312003, but the herring spawn database lists 2 ID#s. The map data and herring spawn database have the same length and width data, but different spawn dates. Digitized the spawn, but did not assign the ID#s.	
1993	**CHT# 9312003**	Knight Inlet (between Cascade Point and Tsukola Point) spawns E28, E29, E30 and E31 according to summary sheets and the herring spawn database have zero spawn, but marked on CHT# 9312003. Did not digitize the spawn or assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1993	ID# 25135-25138, 25161-25163, 25167-25189, 25191, 25193, 25195-25200, 25202-25208	Cascade Point (ID# 25135-25138), Wahkash Creek (ID# 25161-25163), Glacier Bay (ID# 25167-25189, 25191, 25193, 25195-25200, 25202-25203), and Rubble Point (ID# 25204-25208) spawns E01-E02, E06-E10, E11, E14-E21, and E26-E27 have multiple ID#s for each spawn on CHT# 9312003. In some cases the spawn length and width were the same on the map and the herring spawn database, but the spawn dates were different, and in others both the dates and length and width were different. Digitized the spawn, but did not assign the ID#s.	
1993	ID# 25138, 25193, 25213	Knight Inlet (ID# 25138, 25193, 25213) spawns E25-E26 were the same length and width on CHT# 9312003. Digitized the spawn, but did not assign the ID#s.	
1993	ID# 25183-25184	Glacier Bay (ID# 25183-25184) spawns E7 and E11 were the same length and width on CHT# 9312003. Digitized the spawn, but did not assign the ID#s.	
1993	**CHT# 9312003**	Knight Inlet (between Knight River inlet Head and Transit Head) spawns W01, W05, W9, and W11-W12 according to the summary sheets and the herring spawn database have zero spawn, but CHT# 9312003 has spawn marked on it. Did not digitize the spawn or assign the ID#s.	
1993	ID# 25176-25177	Glacier Bay (ID# 25176-25177) spawns E18A and E16 were the same length and width on CHT# 9312003. Digitized the spawn, but did not assign the ID#s.	
1993	ID# 25195-25196, 25198	Glacier bay (ID# 25195-25196, 25198) spawns E18A, E16 and E21 were the same length and width on CHT# 9312003. Digitized the spawn, but did not assign the ID#s.	
1993	CHT# 9312004	Knight Inlet (between Millerd Creek and Bolivar Creek) spawns E32-E35 was drawn on CHT# 9312004 although it was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1994	ID# 24307-24463	There were no spawn shapes drawn on maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline.	
1994	ID# 24433, 24442-24443, 24445	Glacier Bay (ID# 24433) and Axe Point (ID# 24442-24443, 24445) spawns W17-W19 and E14 have stars marking the locations of the spawn on CHT# 9412004. Therefore digitized the location of the starts as spot spawns rather than thin lines along the coastline.	
1994	ID# 24431-24432	Glacier Bay (ID# 24431-24432) spawns E10 and E18 were the same length and width on CHT# 9412001. Digitized the spawn, but did not assign the ID#s.	
1994	ID# 24427-24428	Wahkash Creek (ID# 24427-24428) spawns E5-E6 were the same length and width on CHT# 9412002. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1994	ID# 24429-24430	Wahkash Creek (ID# 24429-24430) spawns E7-E8 were the same length and width on CHT# 9412002. Digitized the spawn, but did not assign the ID#s.	
1994	**CHT# 9412002**	Wahkash Point area has 2 spawns marked as 00 on CHT# 9412002. These spawns were not listed in the summary sheets or the herring spawn database. Did not digitize the spawn or assign the ID#s.	
1994	**CHT# 9412003**	Knight Inlet Head spawn E2 according to the summary sheets and the herring spawn database has 0 spawn, but was marked on CHT# 9412003. Did not digitize or assign the ID#.	
1994	ID# 24307-24308	Thompson Sound (ID# 24307-24308) spawns N15-N16 were the same length and width on CHT# 9412005. Digitized the spawn, but did not assign the ID#s.	
1994	ID# 24310, 24313, 24320, 24324-24325, 24335, 24338	Thompson Sound (ID# 24310, 24313, 24320, 24324-24325, 24335, 24338) spawns N20-N26 were drawn and labelled as one spawn on CHT# 9412005. Digitized the spawn, but did not assign the ID#s.	
1995	ID# 25527-25528	Boughey Bay (ID# 25527-25528) spawn drawn as 1 unlabelled spawn on CHT# 9512001. Digitize the spawn, but did not assign the ID#s.	
1995	**CHT# 9512004**	Kingcome Inlet spawn labelled as EC on CHT# 9512004. There was no spawn data listed on the spawn summary sheet or in the herring spawn database. Did not digitize the spawn or assign the ID#.	
1995	ID# 25576-25577	Kingcome Inlet (ID# 25576-25577) spawns KN09-KN10 were the same length and width on CHT# 9512005. Digitized the spawn, but did not assign the ID#s.	
1995	**CHT# 9512006**	Wakeman Sound spawns W9 and W13 according to spawn summary and the herring spawn database have 0 spawn, but the spawns were drawn on CHT# 9512006. Did not digitize the spawn or assign the ID#s.	
1995	ID# 25910-25928	Knight Inlet (25910-25928) spawn indicated with stars on CHT# 9512002-9512003. Digitized as small spot spawns. However when the stars were close together digitized as a thin polygon. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25910-25911	Knight Inlet (ID# 25910-25911) spawn W1 was drawn as 4 unlabelled spawns on CHT# 9512002, but there were 2 ID#s for these spawns. Digitized the spawns, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1995	ID# 25912-25913	Knight Inlet (ID# 25912-25913) spawn W2 was drawn as 7 unlabelled spawns on CHT# 9512002, but there were 2 ID#s for these spawns. Digitized the spawns, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25914-25916	Knight Inlet (ID# 25914-25916) spawn W3 was drawn as 6 unlabelled spawns on CHT# 9512002, but there were 3 ID#s for these spawns. Digitized the spawns, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25920-25921	Knight Inlet (ID# 25920-25921) spawn E1 drawn and labelled as 1 spawn on CHT# 9512002, but there were 2 ID#s listed for these spawns. Digitized the spawn, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25922-25923	Knight Inlet (ID# 25922-25923) spawn E2 was drawn as 4 unlabelled spawns on CHT# 9512002, but there were 2 ID#s for these spawns. Digitized the spawns, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25924-25925	Knight Inlet (ID# 25924-25925) spawn E3 was drawn as 4 unlabelled spawns on CHT# 9512002, but there were 2 ID#s for these spawns. Digitized the spawns, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25917-25919	Knight Inlet (ID# 25917-25919) spawn W4 has no stars marked on CHT# 9512003 so digitized as a thin polygon. Digitized as 1 spawn although there were 3ID#s for the spawn. Digitized the spawn, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25927-25928	Knight Inlet (ID# 25927-25928) spawn E5 was drawn as 5 unlabelled spawns on CHT# 9512003, but there were 2 ID#s for these spawns. Digitized the spawns, but did not assign the ID#s. NOTE that these spawns were listed in the output file (alspawn.xls) from Andy Thomson, but were not in the herring spawn database.	
1995	ID# 25576-25577	Kingcome Inlet (ID# 25576-25577) spawns KN09-KN10 were the same length and width on CHT# 9512005. Digitized the spawn, but did not assign the ID#s.	
1996	ID# 25763-25849	There were no spawn shapes drawn on the maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline. Some cases spawn marked by stars which were digitized and noted.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1996	ID# 25763-25764	Beaver Harbour (Ft Rupert) (ID# 25763-25764) spawn was not labelled on CHT# 9612001. The spawn was indicated with stars on the map. Digitized the spawn, but did not assign the ID#s.	
1996	ID# 25765-25766	Bond Sound (ID# 25765-25766) spawns B1-B2 were drawn as 1 unlabelled spawn on CHT# 9612002. Digitized the spawn, but did not assign the ID#s.	
1996	ID# 25787-25789	Wakeman Sound (ID# 25787-25789) spawns E16-E18 were drawn as 1 unlabelled spawn on CHT# 9612005. Digitized the spawn, but did not assign the ID#s.	
1996	ID# 25824-25833	Cascade Point (ID# 25824-25825) and Glacier Bay (ID# 25826-25833) spawns on CHT# 9612009 do not have spawn dates listed in the herring spawn database. The spawn summary sheet lists the spawn date as March 8, 1996.	
1996	ID# 25822-25823	Ahnuhati Pt (ID# 25822-25823) spawns on CHT# CHT# 9612009 do not have spawn dates listed in the herring spawn database. The spawn summary sheet lists the spawn as April 1, 1996.	
1996	ID# 25834-25840	Glacier Bay (ID# 25834-25840) spawns on CHT# 9612010 do not have spawn dates listed in the herring spawn database. The summary sheet lists the date as March 1996.	
1996	ID# 25840	Glacier Bay (ID# 25840) spawn #19 appears on CHT# 9612010-9612011. Digitized the spawn that was visible on the maps and assigned the ID#. There was no note on either the map indicating that this was a continuous spawn.	
1996	**ID# 25809-25811**	Knight Inlet (ID#25809-25811) spawn data from the herring spawn database (linked to these ID#s) does not match any of the spawn data listed in the spawn summary sheets or any of the maps. Could not digitize or assign the ID#s.	
1996	ID# 25841-25842	Meynell Pt (ID# 25841-25842) spawns M-1 and M-2 were drawn as 1 unlabelled spawn on CHT# 9612012. Digitized the spawn, but did not assign the ID#s.	
1996	**ID# 25843-25844**	Thompson Sound (ID# 25843-25844) spawns T1-T2 were not drawn on CHT# 9612013. Could not digitize the spawn or assign the ID#s.	
1996	ID# 25848-25849	Thompson Sound (ID# 25848-25849) spawns S1-S2 were drawn as 1 unlabelled spawn on CHT# 9612013. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712001-9712143, 9712200-9712201	There were no spawn shapes drawn on the maps. Only the start and end points of the spawn were marked on the maps. Digitized spawn as thin lines along coastline.	
1997	ID# 9712001-9712007	Bond Sound (ID# 9712001-9712007) spawns B1- B7 were drawn as 1 unlabelled spawn on CHT# 9712001 although herring spawn database lists 7 ID#s. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1997	ID# 9712008-9712011	Bond Sound (ID# 9712008-9712011) spawns B8-B11 were drawn as 1 unlabelled spawn on CHT# 9712001 although the herring spawn database lists 4ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712017	Thompson Sound (ID# 9712017) spawn T2 on CHT# 9712003 appears on land when digitized on the TRIM base map. Only digitized the spawn that was along the shoreline.	
1997	ID# 9712014-9712015	Thompson Sound (ID# 9712014-9712015) spawns S1-S2 were drawn as 1 unlabelled spawn on CHT# 9712003. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712021-9712025	Wakeman Sound (ID# 9712021-9712025) spawns F1-F5 were drawn as 1 unlabelled spawn on CHT# 9712004 although the herring spawn database lists 5ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712027-9712028	Wakeman Sound (ID# 9712027-9712028) spawns E2-E3 were drawn as 1 unlabelled spawn on CHT# 9712004. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712029-9712031	Wakeman Sound (ID# 9712029-9712031) spawns E4-E6 were drawn as 1 unlabelled spawn on CHT# 9712004 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712032-9712036	Wakeman Sound (ID# 9712032-9712036) spawns E7-E11 were drawn as 1 unlabelled spawn on CHT# 9712004 although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712038-9712040	Wakeman Sound (ID# 9712038-9712040) spawns E13-E15 were drawn as 1 unlabelled spawn on CHT# 9712004 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712026	Wakeman Sound (ID# 9712026) spawn E1 on CHT# 9712004 was partially on land when digitized on the TRIM base map. Only digitized the spawn that was along the coastline.	
1997	ID# 9712045-9712046	Kingcome Inlet (ID# 9712045-9712046) spawns K1-K2 were drawn as 1 unlabelled spawn on CHT# 9712005. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712047-9712049	Kingcome Inlet (ID# 9712047-9712049) spawns K3-K5 were drawn as 1 unlabelled pawn on CHT# 9712005 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712052-9712056	Franklin Flats (ID# 9712052) and Rubble Point (ID# 9712053-9712056) spawn E01 drawn and labelled as 1 spawn on CHT# 9712006 although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 05
1997	ID# 9712114-9712115	Axe Point (ID# 9712114-9712115) spawns W03-W04 were the same length and width on CHT# 9712006. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712116-9712117	Ahnuhati Pt (ID# 9712116-9712117) spawns W05-W06 were the same length and width on CHT# 9712006. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712065-9712066)	Glacier Bay (ID# 9712065-9712066) spawns E17 drawn as 1 spawn on CHT# 9712006. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712083-9712091	Glacier Bay (ID# 9712083-9712091) spawn E21 drawn as 1 spawn on CHT# 9712006 although the herring spawn database lists 10 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712104-9712105	Ahnuhati Pt (ID# 9712104-9712105) spawn W16 drawn as 1 unlabelled spawn on CHT# 9712006. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712121-9712122	Ahnuhati Pt (ID# 9712121-9712122) spawns W17-W18 were the same length and width on CHT# 9712006. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712118-9712120	Ahnuhati Pt (ID# 9712118-9712120) spawn W19 was drawn as 1 unlabelled spawn on CHT# 9712006 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712061, 9712075	Wahkash Creek (ID# 9712061, 9712075) spawn E06 was drawn as 1 unlabelled spawn on CHT# 9712006. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9712075, 9712062	Wahkash Creek (ID# 9712075, 9712062) spawn E07 was drawn as 1 unlabelled spawn on CHT# 9712006. Digitized the spawn, but did not assign the ID#s.	
1997	**ID# 9712200-9712201**	Scott Cove (ID# 9712200) and Beaver Harbour (Ft Rupert) (ID# 9712201) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 13

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 13
1930	**ID# 13050-13053**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 13054-13058**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 13059-13061**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 13062-13064**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 13065-13069**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 13
1935	**ID# 13070-13075**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 13076-13080**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 13081-13086**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 13087-13090**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 13091-13094**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 13095-13099**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 13100-13104**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 13105-13106**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 13107-13111**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 13112-13114**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 13115-13117**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 13118-13125**	No map. Could not digitize the spawn or assign the ID#.	
1947	**ID# 13126-13130**	No map. Could not digitize the spawn or assign the ID#.	
1948	**ID# 13131-13135**	No map. Could not digitize the spawn or assign the ID#.	
1949	**ID# 13136-13143**	No map. Could not digitize the spawn or assign the ID#.	
1950	ID# 13146-13147	Bute Inlet (ID# 13146-13147) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1950	ID# 13144	Bells Bay (ID#13144) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1950	ID# 13148	Bear Bay (ID# 13148) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1950	ID# 13152-13153	Hyacinthe Bay (ID# 13152-13153) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1950	ID# 13151	Granite Bay (ID# 13151) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1950	ID# 13151	Granite Bay (ID# 13151) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments **Statistical Area 13**
1950	ID# 13150	Quartz Bay (ID# 13150) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1950	ID# 13149	Carrington Bay (ID# 13149) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1950	ID# 13145	Fraser Bay (ID# 13145) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1951	ID# 13173-13177	Hyacinthe Bay (ID# -13177) spawns were not on the map. Digitized the spawn, but did not assign the ID#s.
1951	ID# 13165-13170	Granite Bay (ID# 13165-13170) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1951	ID# 13171-13172	Kanish Bay (ID# 13171-13172) spawns were not labelled and unable to distinguish between spawns to assign ID#s. Digitized the spawn, but did not assign the ID#s.
1951	ID# 13157-13162	Bray Bay (ID# 13157-13162) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1951	ID# 13155-13156	Fraser Bay (ID# 13155-13156) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1951	ID# 13154	Deepwater Bay (ID #13154) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1951	ID# 13163-13164	Von Donop Inlet (ID# 13163-13164) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1952	**ID# 13178-13187**	No map. Could not digitize the spawn or assign the ID#.
1953	**ID# 13188-13197**	No map. Could not digitize the spawn or assign the ID#.
1954	**ID# 13198-13208**	No map. Could not digitize the spawn or assign the ID#.
1955	**ID# 13209-13226**	No map. Could not digitize the spawn or assign the ID#.
1959	**ID# 13252-13253**	Bear Bay (ID# 13252-13253) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#s.
1960	ID#13269-13270	Quartz Bay (ID#13269-13270) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.
1960	ID# 13274-13275, 13277	Hyacinthe Bay and Heriot Bay (ID#13273-13279) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.
1960	ID# 13258-13262	Bear Bay (ID# 13258-13262) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.
1962	CHT# 6213002	Lagoon Bay spawn measuring 30x20 yards on April 10, 1962 was not in the herring spawn database. Digitized the spawn, but did not assign the ID#.

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 13
1962	CHT# 6213007	Sutil Point spawn measuring 50x10 yard on March 23, 1962 was not in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1963	ID#13328-13330	Bear Bay (ID# 13328-13330) spawn was drawn and labelled as 1 spawn although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 13327	Fraser Bay (ID# 13327) spawn was not labelled. There was a 200x3yard spawn on the map that doesn't link a spawn in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
	ID# 13327	Bute Inlet Head (ID# 13334) spawn seems to meld into a 800x3 spawn with no line marking where the two spawns separate. Digitized the spawn, but did not assign the ID#.	
1964	ID# 13343-13346	Bute Inlet Head (ID# 13343-13346) spawn drawn as 5 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 13353-13354	Hyacinthe Bay (ID# 13353-13354) spawn was drawn as 5 unlabelled spawns on the map and there was only 2ID#s listed in the herring spawn database. Digitized the spawns, but did not assign the ID#s.	
1964	ID# 13340-13342	Bear Bay (ID# 13340-13342) spawn drawn as 2 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawns, but did not assign the ID#s.	
1964	CHT# 6413007	Sutil Point spawn measuring spawn 50x15 yards on Feb 24, 1964 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1964	ID# 13347-13348	Small Inlet (ID# 13347-13348) spawn drawn as 4 unlabelled spawns on the map although there were only 2 ID#s listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1965	ID# 13360-13361	Heriot Bay (ID# 13361) and Hyacinthe Bay (ID# 13360) spawns drawn as 5 unlabelled spawns on the map although the herring spawn database only lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1967	ID# 13380-13381	Small Inlet (ID# 13380-13381) spawn drawn as 1 spawn on the map and was labelled for both ID#s. Digitized the spawn, but did not assign the ID#s.	
1967	ID# 13373-13374	Bute Inlet (ID# 13373) and Bear Inlet (ID# 13374) spawn drawn as 3 unlabelled spawns on the map although the herring spawn database lists 2ID#s. Digitized the spawn, but did not assign the ID#s.	
1967	**ID# 13377**	Dent Island (ID# 13377) No map. Could not digitize the spawn or assign the ID#.	
1969	ID# 13402	Quadra Island S (ID# 13402) spawn location should be Heriot Bay instead. Digitized the spawn and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 13
1969	CHT# 6913005	Francisco Point spawn on March 8, 1969 with unknown LxW on CHT# 6913005 and was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1971	CHT# 7113004	Bute Inlet Head map has one small spawn between ID#13430 and ID#13432 that was not labelled. Digitized the spawn, but did not assign the ID#.	
1971	ID# 13420-13422	Loughborough Inlet (ID# 13420-13422) spawn drawn as 3 unlabelled spawns. On map the spawn was 9000x3 yards. In the herring spawn database this spawn was split into 3 ID# of 2742x3 metres. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 13438, 13434	Kanish Bay (ID# 13438) and Small Inlet (ID# 13434) spawns drawn as 2 spawns on map both labelled "C". Not sure which spawn went with what ID#. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 13458, 13460	Bute Inlet Head (ID#13458, 13460) spawns drawn as 6 spawns on the map although the herring spawn database lists 2 ID#s. All spawns were labelled '4' on map and measure 3000x2.5 yards. Digitized the spawns, but did not assign the ID#s.	
1973	**ID# 13479**	Bute Inlet (ID# 13479) spawn was not drawn on the map. Could not digitize or assign the ID#.	
1973	ID# 13474, 13476	Bute Inlet (ID# 13474, 13476) spawns were not labelled on the map. On the map '#2' spawn was 700x3 yards, but the herring spawn database lists the 2 spawns were 320x3 metres each. Digitized the spawns, but did not assign the ID#s.	
1975	ID# 13506-13507	Granite Bay (ID# 13506-13507) spawns were not labelled on the map. On the map '#2' spawn was 2000x5 yards, but the herring spawn database lists the 2 spawns were 914x5 metres each. Digitized the spawns, but did not assign the ID#s.	
1976	ID# 13517, 13520	Deepwater Bay (ID# 13517, 13520) spawns drawn as 4 spawns labelled as '2' on the map although the herring spawn database lists 2 ID#s. Digitized the spawns, but did not assign the ID#s.	
1977	ID# 13558, 13562, 13566	Hyacinthe Bay (ID# 13558, 13562, 13566) spawn was drawn as 1 spawn although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1977	**ID# 13551**	Bute Inlet (ID# 13551) No map. Could not digitize the spawn or assign the ID#.	
1978	ID# 13568, 13570	Loughborough Inlet (ID# 13568, 13570) spawns drawn as 2 spawns both labelled with '1'. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 13645-13646	Hyacinthe Bay (ID# 13645-13646) spawn on the map measures 10x10 yards and 25x23 yards, but the herring spawn database lists 2 spawns measuring 9x9 m. Digitized the spawns, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 13
1980	CHT# 8013003	Bells Bay- Kanish Bay area spawn measuring 25x25 yards on April 15-16, 1980 on CHT# 8013003 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1980	**ID# 13643-13644**	Francisco Point (ID# 13643-13644) No map. Could not digitize the spawn or assign the ID#.	
1982	CHT# 8213003	Waddington Harbour – Bute Inlet spawn #8 on March 22, 1989, measuring 2000x4 m on CHT# 8213003 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 13702, 13705	Deepwater Bay (ID# 13702, 13705) spawns #1 and #5 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 13717-13718, 13722	Hyacinthe Bay (ID# 13717-13718, 13722) spawns were not clearly labelled and the spawns overlap with very little detail. Digitized the spawn, but did not assign the ID#s.	
1982	**ID# 13703**	Deepwater Bay (ID# 13707) spawn was not on the map. Could not digitize the spawn or assign the ID#.	
1983	ID# 13739	Francisco Point (ID# 13739) spawn length on the map was 175m, but the length in the herring spawn database was 200m. Digitized the spawn and assigned the ID#.	
1983	CHT# 8313002	Rebecca Spit- Francisco Point spawn #7 has no spawn length or width data on CHT# 8313002 and was not in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1987	ID# 13763	Quadra Is E (ID# 13762) spawn ends at the edge of the map. The spawn may be longer, but there was no other map included. Therefore just digitized what was shown on the map.	
1990	**ID# 13764-13768**	Bear Bay A-E (ID# 13764-13768) No map. Could not digitize the spawn or assign the ID#.	
1991	ID# 13779-13780	Bear Bay (ID# 13779-13780) drawn as 4 unlabelled spawns on the map, but the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 13782-13783, 13788-13789	Waddington Harbour (ID# 13782-13783, 13788-13789) B2- B4 and C1 were the same length and width. Digitized the spawn, but did not assign the ID#s.	
1992	ID# 13795-13796	Oxford Bay (ID# 13795-13796) spawns were the same length and width. Digitized the spawns, but did not assign the ID#s.	
1993	ID# 25231-25234	Hamilton Point (ID# 25231-25234) spawn drawn as 2 spawns although the herring spawn database lists 4 ID#s. Digitized the spawns, but did not assign the ID#s.	
1993	ID# 25227, 25229	Bear Bay (ID# 25227, 25229) spawns were the same length and width (5000x2m) and there was only 1 spawn on the map. Digitized the spawn, but did not assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 13
1996	ID# 25850-25856	Bute Inlet (ID# 25850-25856) spawn drawn as 3 unlabelled spawn on the map although the herring spawn database lists 7 ID#s. Digitized the spawn, but did not assign the ID#s.	
1996	ID# 25857, 25858	Deepwater Bay (ID# 25857, 25858) spawn drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9713001-9713011	Bute Inlet (ID# 9713001-9713011) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1997	ID# 9713012-9713016	Loughborough Inlet (ID# 9713012-9713016) spawn drawn as 2 unlabelled spawn on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1997	**ID# 9712054**	Rocky Islets (ID# 9712054) No map. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9713201**	Drew Harbour (ID# 9713201) No map. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9713202**	Hyacinthe Bay (ID#9713202) No map. Could not digitize the spawn or assign the ID#.	
1999	**ID# 199900020-199900032**	Bute Inlet (ID# 199900020-199900032) No map. Could not digitize the spawn or assign the ID#.	
1999	ID# 199913101-199913104	Waddington Harbour (ID# 199913101-199913104) spawn drawn as 2 unlabelled spawns although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.	
1999	**ID# 199913109**	Deepwater Bay (ID# 199913109) No map. Could not digitize the spawn or assign the ID#.	
2000	ID# ID# 200013101-200013118, 200013129-200013129	McBride Bay (ID# 200013101-200013118, 200013129-200013129) spawn drawn as 4 unlabelled spawns although the herring spawn database lists 28 ID#s. Digitized the spawns, but did not assign the ID#s.	
2000	ID# 200013131-200013147	Waddington Harbour (ID# 200013131-200013147) spawn drawn as 1 unlabelled spawn on the map although the herring spawn database lists 18 ID#s. Digitized the spawn, but did not assign the ID#s.	
2000	ID# 200013149-200013150	Waddington Harbour (ID# 200013149-200013150) spawn drawn as 1 spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
2000	ID# 200013153	Waddington Harbour (ID# 200013153) spawn was in Deepwater Bay not Bute Inlet. Digitized the spawn and assigned the ID#.	
2001	**ID# 200113101-200113180**	No map. Could not digitize the spawn or assign the ID#.	
2002	**ID# 200200163-200200250**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 13
1928-2002	NO CHT or ID#	Most Waddington Harbour spawn, along the east side of Bute Inlet, on the hand drawn maps did not correspond to the TRIM base map. May have digitized these spawns in the wrong location.	

Statistical Area 14

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1928	**ID# 13802-13807**	No map. Could not digitize the spawn or assign the ID#.	
1929	**ID# 13808-13813**	No map. Could not digitize the spawn or assign the ID#.	
1930	**ID# 13814-13818**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 13819-13827**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 13828**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 13829-13833**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 13834-13837**	No map. Could not digitize the spawn or assign the ID#.	
1935	**ID# 13838-13842**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 13843-13855**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 13856-13864**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 13865-13876**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 13877-13892**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 13893-13900**	No map. Could not digitize the spawn or assign the ID#.	
1941	ID# 13902-13904	Cape Lazo (ID# 13902-13904) spawn drawn as 1 unlabelled spawn although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1941	**ID# 13901, 13905-13906, 13908-13919**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 13920-13935**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 13936-13948**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1944	**ID# 13949-13957**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 13958-13960**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 13961-13969**	No map. Could not digitize the spawn or assign the ID#.	
1947	**ID# 13970-13982**	No map. Could not digitize the spawn or assign the ID#.	
1951	ID# 14009	Baynes Sound (ID# 14009) spawn actually off Willemar Bluff. Digitized the spawn and assigned the ID#.	
1951	ID# 14008	Denman Island (ID#14008) may be spawn #2 on CHT 5114001; however, the spawn lengths do not match. The map states the spawns was 7500x60 yards and the herring spawn database states the spawn was 3656x55 metres. Digitized the spawn, but did not assign the ID#	
1954	ID# 14046-14047	Komas Bluff (ID# 14046) and Phipps Point (ID# 14047) spawn #7 drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1955	ID# 14061, 14065	Little Qualicum River (ID# 14065) and Big Qualicum River (ID# 14061) spawn drawn as 8 unlabelled spawns although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1955	**ID# 14055, 14057, 14059, 14063-15064**	Northwest Bay (ID# 14057), Comox Harbour (ID# 14055), Gartley Point (ID# 14059) and French Creek (ID# 14063-14064) No map. Could not digitize the spawn or assign the ID#.	
1956	ID# 14068, 14070	Comox Harbour (ID# 14068, 14070) spawn was drawn as 3 unlabelled spawns on the map although the herring spawn database lists ID#s. Digitized the spawn, but did not assign the ID#s.	
1957	ID# 14081-14082	Deep Bay (ID# 14081-14082) spawn was drawn as 2 unlabelled spawns on the map. Digitized the spawn, but did not assign the ID#s.	
1958	ID# 14091-14092	Hart Creek (ID# 14091-14092) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1959	ID# 14109-14110	Shingle Spit (ID#14109-14110) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1959	ID# 14102-14104	Union Bay (ID#14102-14104) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists ID#s. Digitized the spawn, but did not assign the ID#s.	
1959	**ID# 14108**	Shingle Spit (ID# 14108) No map. Could not digitize the spawn or assign the ID#.	
1960	ID# 14111	Deep Bay (ID# 14111) spawn was not drawn on CHT# 6014004. Could not digitize or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1960	ID# 14117-14119	Comox Bar (ID# 14117-14119) spawn was drawn as 2 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1961	ID# 14123-14125, 14127	Comox Harbour (ID# 14123-14125, 14127) spawn was drawn as 9 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.	
1961	**ID# 14122, 14135**	Comox Harbour (ID# 14122) and Mud Bay (Baynes Sound) (ID# 14135). Think the Mud Bay spawn may be a duplicate of ID#14134 No map. Could not digitize the spawn or assign the ID#.	
1962	ID# 14144	Comox Harbour (ID# 14144) spawn length on the map was 600 yards, but the length from the herring spawn database was 366 metres. Digitized the spawn shape and assigned the ID#.	
1962	ID# 14151-14152	Little Qualicum River (ID# 14151-14152) spawn was drawn as 4 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 14153, 14157-14158	Comox Harbour (ID# 14153, 14157-14158) spawn was drawn as 5 unlabelled spawns although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 14154-14156	Comox Harbour (ID# 14154-14156) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 14160, 14162	Union Bay (ID# 14160, 14162) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 14164-14166	Big Qualicum River (ID#14164-14166) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists ID#s. Digitized the spawn, but did not assign the ID#s.	
1965	ID# 14192-14196	Gartley Point (ID# 14192-14196) spawn was drawn as 3 unlabelled spawns on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1965	ID# 14197, 14200-14201	Union Bay (ID# 14197, 14200-14201) spawn was drawn as 5 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 14237-14238	Nuttal Bay (ID# 14237-14238) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1975	**ID# 14260**	French Creek (ID# 14260) spawn was faintly marked on the map, but it looks like marking coming thru from another map. Did not digitize the spawn or assign the ID#.	
1975	ID# 14250	Deep Bay (ID# 14250) spawn length on CHT# 7514006 was 4000 yards and spawn length in herring spawn database was 2742 metres. Digitized the spawn shape and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1975	ID# 14279	Denman Island (ID# 14279) spawn length on CHT# 7514001-7514002 totals 11400 yards, but the herring spawn database gives a length of 9140 metres. Digitized the spawn shape and assigned the ID#.	
1976	ID#14267	Northwest Bay (ID#14267) spawn #9 was 700 yards wide on CHT# 7614009, but the herring spawn database lists the width as 160 m. Digitized the spawn shape and assigned the ID#.	
1976	ID# 14281-14286	Parksville (ID# 14281-14286) spawn was drawn as 4 spawns on the map although the herring spawn database lists 6 ID#s. Although spawns were clearly labelled the corresponding LxW data was not clearly labelled. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 14262	Qualicum Beach (ID# 14262) spawn length on CHT# 7614006 was 7000 yards, but the herring spawn database lists the spawn as 3656 m. Digitized the spawn shape and assigned the ID#.	
1977	**ID# 14330**	Komas Bluff (ID# 14330) spawn was not drawn on the map. Could not digitize or assign the ID#.	
1978	ID# 14344-14346,14348-14352, 14357, 14360	Seal Islets (ID# 14357), Gartley Point (ID# 14344), Union Bay (ID# 14345), Hindoo Creek (ID# 14346), Big Qualicum River (ID# 14348-14351), Nile Creek (ID# 14360), and French Creek (ID# 14352) spawns were indicated with a squiggly line drawn offshore on CHT# 7814008, 7814012-7814016, 7814018-7814020. Used the squiggly line as the outer end of the polygon. The inner edge was the shoreline. Digitized the spawn shape and assigned the ID#.	
1978	ID# 14353	Little Qualicum River (ID# 14353) spawn indicated with a squiggly line drawn offshore on CHT# 7814017; however quite a ways off shore so just digitized the squiggly line as the spawn. Digitized the spawn shape and assigned the ID#.	
1978	**ID# 14343, 14362**	Comox Harbour (ID#14343) and Willemar Bluff (ID# 14362) spawns were not on drawn on CHT# 7814011. Could not digitize or assign the ID#s.	
1978	ID# 14363, 14365	Denman Island E (ID#14363, 14365) spawn drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 14354-14355	Komas Bluff (ID# 14354-14355) spawns were not labelled on CHT# 7814007). Digitized the spawn, but did not assign the ID#.	
1979	**ID# 14373-14374**	Deep Bay (ID# 14373-14374) spawns have no start/end of spawn marked clearly on CHT# 7914015. Could not digitize the spawn or assign the ID#s.	
1979	**ID# 14371**	Lambert Channel (ID# 14371) spawn was not drawn on CHT# 7914010. Could not digitize the spawn or assign the ID#.	
1979	**ID# 14386-14387**	Komas Bluff (ID# 14386-14387) spawn was not drawn on CHT# 7914012. Could not digitize the spawn or assign the ID#.	
1979	**ID# 14385**	Komas Bluff (ID# 14385) spawn was not drawn on CHT# 7914011. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1979	CHT# 7914008	Collishaw Point spawn on CHT# 7814008 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1979	CHT# 7914007	Union Bay trace spawn drawn on CHT# 7914008 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1979	ID# 14368-14370	Qualicum Beach (ID# 14368-14370) spawn drawn as 1 unlabelled spawn on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 14383-14384	French Creek (ID# 14383-14384) spawn drawn as 4 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1980	**ID# 14415**	Englishman River (ID# 14415) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	
1980	**ID# 14393-14394**	Deep Bay (ID# 14393-14394) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	
1980	**ID# 14400**	Big Qualicum River (ID# 14400) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	
1980	**ID# 14391**	Qualicum Beach (ID# 14391) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	
1980	ID# 14402-14403	French Creek (ID# 14402-14403) spawn drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1980	**ID# 14396**	Bowser (ID# 14396) spawn was not drawn on CHT# 8014014. Could not digitize or assign the ID#.	
1981	ID#14423-14425	Tribune Channel (ID#14423-14425) Areas on the CHT 8114010 were numbered but there was nothing drawn on the map. Digitized a shape where the number was on map - roughly based on the LxW data.	
1981	ID# 14419-14421	Lambert Channel (ID# 14419-14421) spawn were labelled on CHT# 8114008, but there was nothing drawn on the map. Digitized a shape where the number was on map - roughly based on the LxW data and assigned the ID#.	
1981	ID# 14426-14427, 14429-14431	Denman Island (ID# 14426-14427, 14429-14431) spawn were labelled on CHT# 8114006, but there was nothing drawn on the map. Digitized a shape where the number was on map - roughly based on the LxW data and assigned the ID#.	
1981	ID# 14440-14441	Seal Islets (ID# 14440-14441) spawn were labelled on CHT# 8114005, but there was nothing drawn on the map. Digitized a shape where the number was on map - roughly based on the LxW data and assigned the ID#.	
1982	**ID# 14487**	Parksville Bay (ID# 14487) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1982	ID# 14457-14459	French Creek (ID# 14457-14459) spawn Was drawn as 45 unlabelled spawns although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 14460-14461	Little Qualicum River (ID# 14460-14461) spawns was drawn as 5 unlabelled spawns although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1982	CHT# 8214017	Qualicum Beach spawn on CHT# 8214017 measuring 450x110 m on March 23, 1982 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1982	**ID# 14484**	Qualicum River (ID# 14484) spawn was not drawn on CHT# 8214014. Could not digitize the spawn or assign the ID#.	
1982	**ID# 14474-14475**	Nile Creek (ID# 14474-14475) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	
1982	ID# 14482-14483	Mapleguard Pt (ID# 14482-14483) spawn #1(ID#14482) appears to be over on spawns on CHT# 8214011 yet spawn #2 (ID#14483) was. Not sure if the 16 polygons were all spawn #2 or if some of them were spawn #1. Digitized the spawn, but did not assign the ID#s.	
1982	ID# 14462-14463	Komas Bluff (ID# 14462-14463) spawns were the same LxW, date and intensity. Digitized the spawn, but did not assign the ID#s.	
1983	**ID# 14505**	Nile Creek (ID# 14505) spawn was not drawn on CHT# 8314013. Could not digitize the spawn or assign the ID#.	
1983	ID# 14494, 14513	French Creek (ID# 14494) and Eagle Crest (ID# 14513) spawns were drawn as 32 unlabelled spawns although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1983	**ID# 14509**	Parksville Bay (ID# 14509) spawn was not drawn on CHT# 8314010. Could not digitize the spawn or assign the ID#.	
1983	**ID# 14493**	Nuttal Bay (ID# 14493) spawn was not drawn on CHT# 8314009. Could not digitize the spawn or assign the ID#.	
1984	CHT# 8414010	Qualicum Bay spawn on CHT# 8414010 was not in the herring spawn database. There was no length and width data on the map. Digitized the spawn, but did not assign the ID#.	
1985	ID# 14530-14531	Big Qualicum River (ID# 14530-14531) spawn was not labelled on the map. Digitized the spawn, but could not assign the ID#s.	
1985	ID# 14532-14534	Little Qualicum River (ID# 14532-14534) spawn was not labelled on the map. Digitized the spawn, but could not assign the ID#s.	
1987	**ID# 23461-23471**	There was no dive spawn data binder for 1987. Charles Fort said the spawn was listed as experimental data and may still be in a folder somewhere else. Chuck was not sure if there were any maps associated with the dive data. Therefore could not digitize the 1987 spawn data or assign the ID#s.	
1988	ID# 23515-23526	Spawn shapes were drawn on the maps. Digitized the spawn shapes and assigned the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1988	Map No.3	Cape Lazo – Comox Bar spawn measuring 1665x200 m on March 10-12, 1988 on Map No.3 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1988	ID# 23526	Shingle Spit (ID# 23526) spawn transect #22 was shown on the map, but Transect #21 was not. Digitized the spawn that was on the map; therefore, only part of the Shingle Spit spawn was digitized.	
1989	ID# 23587-23600	Spawn shapes were drawn on the maps. Digitized the spawn shapes and assigned the ID#s.	
1989	ID# 23595	Tralee Point (ID# 23595) shape drawn on the map shows spawn from transects #48-51, but the summary sheet says there was no spawn at Transect #49. Digitized the spawn shape without spawn occurring at Transect #49 (stopped the spawn at halfway point between Transect #48-49.	
1989	ID# 23587-23590	Sandy Island (ID# 23587), Komas Bluff (ID# 23588), Fillongley Park (ID# 23589), and Whalebone Point (ID# 23590) spawns were drawn as 1 continuous spawn with no clearly marked start and end of spawn. Digitized the spawn, but did not assign the ID#s.	
1989	**ID# 14583**	Kye Bay (ID# 14583) No map. Could not digitize the spawn or assign the ID#.	
1989	**ID# 14588**	Willemar Bluff (ID# 14588) No map. Could not digitize the spawn or assign the ID#.	
1990	ID# 23686-23705	No spawn shapes were drawn on the maps; therefore used the transect data for spawn width. Highlighter indicates the start and end of spawns. Used transect data for the width of the spawn.	
1990	ID# 23696	Willemar Bluff (ID# 23696) spawn has only 1 of the 3 transects with spawn data so the spawn digitized looks shorter than what was listed in the herring spawn database.	
1990	ID# 23692	Tralee Point (ID# 23692) spawn has 2 transects out of 3 with no spawn so spawn that was digitized looks shorter than what was listed in the herring spawn database.	
1991	ID# 23812-23821	Spawn shapes were drawn on the maps. Digitized the spawn shapes and assigned the ID#s.	
1991	ID# 23812-23814	Komas Bluff (ID# 23812), Fillongley Park (ID# 23813), and Boyle Point (ID# 23814) spawns were drawn as a continuous spawn on the map. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 23818-23820	Whaling Station Bay (ID# 23818), Tribune Bay (ID# 23819), and Norman Point (ID# 23820) spawns were drawn as a continuous spawn on the map. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 23816-23817	Phipps Point (ID# 23816) and Tralee Point (ID# 23817) spawns were drawn as a continuous spawn on the map. Digitized the spawn, but did not assign the ID#s.	
1992	ID# 23909-23926	Spawn shapes were drawn on the maps. Digitized the spawn shapes and assigned the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1992	ID# 23909-23913	Sandy Is (ID# 23909), Komas Bluff (ID# 23910), Fillongley Park (ID# 23911), Boyle Point (ID# 23912), and Repulse Point (ID# 23913) spawns were drawn as a continuous spawn on the map. Digitized the spawn, but did not assign the ID#s.	
1992	ID# 23915-23923	Dunlop Point (ID# 23915), Tribune Bay (ID# 23916-23917), Whaling Station Bay (ID# 23918), Tralee Point (ID# 23919), Collishaw Point (ID# 23921), Shingle Spit (ID# 23921), and Ford Cove (ID# 23923) spawns were drawn as a continuous spawn on the map. Digitized the spawn, but did not assign the ID#s.	
1993	ID# 24556-24580	Spawn shapes were drawn on the maps. Digitized the spawn shapes and assigned the ID#s. Only Cape Lazo (ID# 24569) spawn didn't have a shape drawn on the maps.	
1994	ID# 24690-24715	No spawn shapes drawn on the maps. Used the transect data to digitize the width of the spawn.	
1994	ID# 24697	Komas Bluff (ID# 24697) spawn transects not in order. They were drawn as Transects # 5, 7, 9, and 10-15.	
1994	ID# 24710	Big Qualicum River (ID# 24710) spawn transects #118-132 have data sheets, but only transects #118-126 were drawn on the map. Therefore not all the spawn was digitized.	
1994	**ID# 24711**	Qualicum Beach (ID# 24711) spawn transects #140-146 were not marked on any map. Could not digitize the spawn or assign ID#s.	
1994	ID# 24712	French Creek (ID# 24712) spawn transects #148-162 have data sheets, but transects #148-151 were not marked on the map. Only digitized Transects #152-160. Therefore only part of the spawn was digitized.	
1996	ID# 25613	Gravelly Bay (ID# 25613) spawn only has data for Transects # 142084, 142088 and 142090. No data for Transects #142085, 142084 and 142089. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1996	ID# 25614	Boyle Point (ID# 25614) spawn has no data for Transects # 142091, 142093 and 142095. Have data for Transects #142092, 142094 and 142096-102. Only could digitize the spawn for transects with spawn data. And following the procedure of only digitizing to half way pt between transects the spawn digitized does not appear as long as what was listed in the herring spawn database.	
1996	ID# 25614, 25628	Chrome Island (ID# 25628) spawn transects were transects #2096 and 2500 while transects #2095 and 2097 were Boyle Point (ID# 25614).	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1996	ID# 25618	Mud Bay (Baynes) (ID# 25618) spawn only has data for Transects 262, 264 and 266. There was no spawn data for transects 263 and 265. Only could digitize the spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized does not appear as long as what was listed in the herring spawn database.	
1996	ID# 25644	Ship Pt (ID# 25644) spawn only has spawn data for Transects 255, 257, and 259-260. There was no data for transects 256 and 258. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized does not appear as long as what was listed in the herring spawn database.	
1996	ID# 25621	Norman Pt (ID# 25621) spawn only has data for Transects 2311-2314, 2316 and 2318, but no spawn data for transects 2315 and 2317. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized does not appear as long as what was listed in the herring spawn database.	
1996	ID# 25622	Ford Cove (ID# 25622) spawn only has data for Transects 2320, 2322, 2324 and 2326, but there was no data for transects 2321, 2323, 2325 and 2327. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized does not appear as long as what was listed in the herring spawn database.	
1996	ID# 25623	Shingle Spit (ID# 25623) spawn only has data for Transects 2328, 2330, 2332 and 2334, but there was no data for transects 2329, 2331, 2333 and 2335. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized does not appear as long as what was listed in the herring spawn database.	
1996	ID# 25629	Mapleguard (ID# 25629) spawn only has data for Transects 3009, 3011 and 3013, but there was no data for transects 3010, 3012 and 3014. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1996	ID# 25630	Bowser (ID# 25630) spawn only has data for Transects 3015, 3017, 3019, 3021, 3023, 3025 and 3027, but there was no data for transects 3016, 3018, 3020, 3022, 3024, 3026 and 3028. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
1996	ID# 25631	Qualicum Bay (ID# 25631) spawn only has data for Transects 3029, 3031, 3033, 3035 and 3037, but there was not data for transects 3030, 3032, 3034, 3036 and 303817. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1996	ID# 25632	Big Qualicum River (ID# 25632) spawn only has data for Transects #3049, 3053, 3055 and 3057, but there was no data for 3050-3052, 3054 and 3056. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1996	ID# 25633	Little Qualicum River (ID# 25633) spawn only has data for Transects 3059, 3061, 3063 and 33065, but there was no data for transects 3058, 3060, 3062 and 3064. Transects # 3059, 3063 and 3065 have no spawn. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1996	ID# 25634	Qualicum Beach (ID# 25634) spawn only has data for Transects 3067, 3069 and 3071, but there was no data for 3066, 3068 and 3070. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1996	**ID# 25635**	Qualicum Beach (ID# 25635) spawn Transect 3077 has no data; therefore, could not digitize the spawn.	
1996	ID# 25636	French Creek (ID# 25636) spawn only has data for Transects 3094-3097, 3099-3101 and 3103, but there was not data for 3102 and 3098. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1996	ID# 25639	Rathtrevor Beach (ID# 25639) spawn only has data for Transects 3119 and 3121, but there was not data for transects 3120 and 3122-3124. Only could digitize spawn for transects with data. And following the procedure of only digitizing to half way point between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
1997	ID# 9706006	Denman Is W (ID# 9706006) spawn has no data for transect # 2134. Therefore could not digitize the spawn for that transect.	

Year	**CHT# or ID#**	**Digitizer's Comments**	**Statistical Area 14**
1997	ID# 9706007, 9706009	Boyle Pt (ID# 9706009) and Gravelly Bay (ID# 9706007) spawns were split in a different location than in previous years. Boyle Pt spawn has extended into Gravelly Bay; therefore the Gravelly Bay spawn was shorter.	
1997	**ID# 9714001**	Whalebone Point (ID# 9714001) No map. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9714002**	Komas Bluff (ID# 9712002) No map. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9714001**	Whalebone Point (ID#9714001) spawn was drawn on a hand drawn map and it was unclear exactly where the spawn was. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9714002**	Komas Bluff (ID#9714002) spawn was drawn on a hand drawn map and it was unclear exactly where the spawn was. Could not digitize the spawn or assign the ID#.	
1998	ID# 199845036-199845042, 199845044, 199845101-199845103, 199845105-199845107, 199845109-199845110, 199846036-199846050, 199846204, 199846207	The maps were photocopies and were a bit hard to read.	
1998	**ID# 199846044**	Tribune Bay (ID# 199846044) spawn has no data for Transect #2368. Could not digitize the spawn or assign the ID#.	
1998	**ID# 199846207**	Englishman River (ID# 199846207) spawn has no data for Transects # 3112-3117. Could not digitize the spawn or assign the ID#.	
1998	**ID# 199846204**	Rathtrevor Beach (ID# 199846204) spawn has no data for Transects #3112-3117. Could not digitize the spawn or assign the ID#.	
1998	ID# 199846038	Chrome Island spawn was not listed in the herring spawn database (Transect #2096). Digitized the spawn and gave it the ID# for Boyle Point (ID# 199846038).	
1999	ID# 199945056	Ship Pt (ID# 199945056) spawn for Transect # 2261 seems to be long. The spawn probably cuts across the water. Digitized the spawn along the coastline.	
1999	ID# 199946007	Chrome Island classified as Boyle Pt (ID# 199946007)	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
2000	ID# 200046018	Seal Islets (ID# 200046018) spawn has an end of spawn marked just after Transect #142032 which has 0 spawn. Digitized the spawn starting at the end of spawn.	
2000	ID# 200046008	Rathtrevor Beach (ID# 200046008) spawn seems to have a long distance between Transects 23 and 24 (Madrona) when going along coastline. The spawn probably follows the sand bed. Digitized the spawn along the coastline.	
2000	ID# 200045008	Boat Cove (ID# 200045008) spawn seems to have a long distance between Transect 9 and 10. The spawn probably cuts across the cove somewhere. Digitized the spawn along the coastline.	
2001	ID# 200145003	Kitty Coleman Beach (ID# 200145003) spawn has no data (not surveyed) for some of the odd transects. Only digitized the transects with data. And following the procedure of only digitizing to half way pt between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
2001	ID# 200145010	Kye Bay (ID# 200145010) spawn has no data for odd # transects. Only digitized the transects with data. And following the procedure of only digitizing to half way pt between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
2001	ID# 200145012	Willemar Bluff (ID# 200145012) spawn has no data for odd # transects. Only digitized the transects with data. And following the procedure of only digitizing to half way pt between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
2001	ID# 200146010	Komas Bluff (ID# 200146010) spawn only has data for Transects 2054, 2056, 2058 and 2060, but no data for transects 2053, 2055, 2057 and 2059. Only digitized the transects with data. And following the procedure of only digitizing to half way pt between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
2001	ID# 200146011	Fillongley Park (ID# 200146001) spawn only has data for the even # transects, but no data for the odd # transects. Only digitized the transects with data. And following the procedure of only digitizing to half way pt between transects the spawn digitized doesn't appear as long as what was listed in the herring spawn database.	
2001	**ID# 200145004**	Gartley Point (ID# 200145004) spawn Transect # 2196 does not have a data sheet. Could not digitize the spawn or assign the ID#.	
2001	ID# 200145020	Boat Cove (ID# 200145020) spawn Transects 106 and 107 seem to be quite far apart. The spawn probably cuts across the cove at some point. Digitized the spawn along the coastline.	
2002	CHT# 200214003	Seal Bay spawn was not listed in the herring spawn database. Note on the map says the spawn was entered as Unknown Section 141. Digitized the spawn, but did not assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 14
2002	CHT# 200214009	Chrome Island spawn was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
2002	ID# 200246012	Rathtrevor Beach (ID# 200246012) spawn's last transect was quite long before the EOS. The spawn probably cuts across the beach at some point. Digitized the spawn along the coastline.	

Statistical Area 15

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 15
1930	**ID# 14598-14600**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 14601-14602**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 14603-14608**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 14609-14613**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 14614**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 14615-14618**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 14619-14621**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 14622-14626**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 14627-14630**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 14631-14236**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 14637-14639**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 14640-14642**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 14643-14645**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 14646-14648**	No map. Could not digitize the spawn or assign the ID#.	
1947	**ID# 14649-14652**	No map. Could not digitize the spawn or assign the ID#.	
1948	ID# 14653-14657	Map for Statistical Area 15 was in the Statistical Area 16 folder. The spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1949	**ID# 14658-14659**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 15
1950	**ID# 14660-14686**	No map. Could not digitize the spawn or assign the ID#.	
1951	**ID# 14687-14696**	No map. Could not digitize the spawn or assign the ID#.	
1952	**ID# 14697-14702**	No map. Could not digitize the spawn or assign the ID#.	
1953	**ID# 14703-14710**	No map. Could not digitize the spawn or assign the ID#.	
1954	**ID# 14711-14714**	No map. Could not digitize the spawn or assign the ID#.	
1955	**ID# 14715-14717**	No map. Could not digitize the spawn or assign the ID#.	
1960	**ID# 14725-14726, 14728-14729**	Sliammon Village (ID#14728-14729) and Scuttle Bay (ID#14725-14726) No map. Could not digitize the spawn or assign the ID#.	
1961	**ID# 14733**	Sutil Point (ID# 14733) No map. Could not digitize the spawn or assign the ID#.	
1962	**ID# 14738**	Sutil Point (ID# 14738) No map. Could not digitize the spawn or assign the ID#.	
1964	**ID# 14741**	Sutil Point (ID# 14741) No map. Could not digitize the spawn or assign the ID#.	
1966	**ID# 14745**	Grace Harbour (ID# 14745) No map. Could not digitize the spawn or assign the ID#.	
1967	ID# 14746	Squirrel Cove (ID #14736) spawn was drawn on a hand drawn map that looks different than TRIM base map. Digitized as best as possible.	
1969	ID# 14757-14759	Myrtle point (ID# 14759), Westview (ID# 14758), and Grief Point (ID# 14757) spawns were not clearly labelled and the LxW do not match the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1969	ID# 14751-14752, 14756	Scuttle Bay (ID# 14751-14752) and Lang Bay (ID# 14756) spawns were not clearly labelled and the LxW data on the map does not match the data in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1970	ID# 14768-14769	Lang Bay (ID# 14768) and Grief Point (ID# 14769) spawns were not clearly labelled and the LxW data on the map doesn't match the data in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 14770-14772	Scuttle Bay (ID# 14770-14771) and Sliammon Village (ID# 14772) spawns were not clearly labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 14779-14780,14784	Frolander Bay (ID# 14784) and Lang Bay (ID# 14779-14780) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 15
1972	CHT# 7215001	Sliammon spawn on April 5, 1972 measuring 2000x25 yards on CHT# 7215001 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1972	ID# 14793	Myrtle Pt (ID# 14793) spawn width on the map was 20 yards and in the herring spawn database was 9 m. Digitized the spawn and assigned the ID#.	
1972	CHT# 7215005	Lund spawn on March 9th, 1972 measuring 150x15 yards was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1972	**ID# 14795**	Stillwater Bay (ID# 14795) No map. Could not digitize the spawn or assign the ID#.	
1973	ID# 14802-14804	Atrevida Reef (ID# 14802-14804) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1973	**ID# 14800**	Lund (ID# 14800) No map. Could not digitize the spawn or assign the ID#.	
1974	**ID# 14816, 14822**	Dinner Rock (ID# 14816, 14822) spawns # 8-9 were not drawn on the map. Could not digitize the spawn or assign the ID#.	
1975	ID# 14824-14826	Scuttle Bay (ID# 14824-14826) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#.	
1975	ID# 14832-14836	Scuttle Bay (ID# 14832-14836) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 14840-14847	Lund (ID# 14840-14847) spawns were drawn as 3 unlabelled spawns on the map although the herring spawn database lists 8 ID#s. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 14866-14867	Lund (ID# 14866-14867) spawns were not labelled on the map. Digitized the spawns, but did not assign the ID#s.	
1978	ID# 14868-14872	Atrevida Reef (ID# 14868-14872) spawns were drawn as 4 unlabelled spawns on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 14860-14865	Scuttle Bay and Sliammon Village (ID# 14860-14865) spawns were drawn as 5 unlabelled spawns on the map although the herring spawn database lists 6 ID#s. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 14879-14881	Atrevida Reef (ID# 14879-14881) spawns were drawn as 2 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1979	ID#s14874-14876	Scuttle Bay (ID#s14874-18476) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1980	**ID# 14893**	Atrevida Reef (ID# 14893) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 15
1985	ID# 14957	Harwood Island (ID# 14957) spawn width on the map was 150m and in the herring spawn database was 200m. Digitized the spawn and assigned the ID#.	
1985	**ID# 14947**	Savary Island (ID# 14947) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	
1989	ID# 14969-14974	Sliammon Village (ID# 14969-14974) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 6 ID#s. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 14976-14980	Grief Point (ID# 14976-14980) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1998	**ID# 199815001-199815009**	No map. Could not digitize the spawn or assign the ID#.	
2000	ID# 200015101-200015105	Toba Inlet (ID# 200015101-200015105) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
2000	ID# 200015106-200015112	Toba Inlet (ID# 200015106-200015112) spawns were drawn as 8 unlabelled spawns on the map although the herring spawn database lists 7 ID#s. Digitized the spawn, but did not assign the ID#s.	
2000	**ID# 200015201**	Powell River (ID# 200015201) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 16

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 16
1930	**ID# 14989-14995**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 14996-15005**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 15006-15011**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 15012-15016**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 15017-15029**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 15030-15033**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 15034-15043**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 15044-15051**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 15052-15063**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 16
1941	**ID# 15064-15071**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 15072-15079**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 15080-15087**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 15088-15096**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 15097-15102**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 15103-15111**	No map. Could not digitize the spawn or assign the ID#.	
1947	**ID# 15112-15119**	No map. Could not digitize the spawn or assign the ID#.	
1948	**ID#15121**	Blind Bay (ID# 15121) No map. Could not digitize the spawn or assign the ID#.	
1949	**ID# 15125-15131**	No map. Could not digitize the spawn or assign the ID#.	
1950	**ID# 15132-15134**	No map. Could not digitize the spawn or assign the ID#.	
1951	**ID# 15135-15142**	No map. Could not digitize the spawn or assign the ID#.	
1952	**ID# 15143-15150**	No map. Could not digitize the spawn or assign the ID#.	
1953	**ID# 15151-15157**	No map. Could not digitize the spawn or assign the ID#.	
1954	**ID# 15158-15165**	No map. Could not digitize the spawn or assign the ID#.	
1955	**ID# 15166-15173**	No map. Could not digitize the spawn or assign the ID#.	
1958	ID# 15189-15194	Deserted Bay (ID# 15189-15194) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1959	ID# 15218-15219	Vancouver Bay (ID# 15218-15219) spawns were drawn as 3 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. Only one length on map measuring 100x6 yards, but the record seems to be split in half in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1959	ID# 15203-15205	Porpoise Bay (ID# 15203-15205) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1959	ID# 15209-15211	Gerrans Bay (ID# 15209-15211) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1959	ID# 15201-15202	Pender Harbour (ID# 15201-15202) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 16
1960	ID# 15222-15225	Blind Bay (ID# 15222-15225) spawns were drawn as 15 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.	
1960	ID# 15233-15236	Bargain Narrows (ID# 15233-15236) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1960	ID#15226-15230	Porpoise Bay (ID# 15226-15230) spawns were drawn as 4 unlabelled spawns on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1960	**ID# 15220-15221**	Pender Harbour (ID# 15220-15221) No map. Could not digitize the spawn or assign the ID#.	
1961	ID# 15237-15238	Blind Bay (ID# 15237-15238) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1961	ID# 15242-15244	Bargain Bay (ID# 15242-15244) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1961	ID# 15245-15247	Gerrans Bay (ID# 15245-15247) spawns were drawn as 4 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1961	ID# 15257-15263, 15265-16567	Gerrans Bay (ID# 15260-15263), Quarry Bay (ID# 15265-15267), Deserted Bay (ID# 15257-15258) and Bargain Bay (ID# 15259) the spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1962	ID# 15253-15256	Porpoise Bay (ID# 15253-15256) spawns were drawn as 5 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.	
1962	ID# 15265-15266	Quarry Bay (ID#15265-15266) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1962	ID# 15257-15288	Deserted Bay (ID# 15257-15288) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 15270	Blind Bay (ID# 15270) spawn length on the map was 1500 yards and the length in the herring spawn database was 1828 m. Spawn date, intensity and spawn width were the same. Digitized the spawn, but did not assign the ID#.	
1963	ID# 15273	Deserted Bay (ID# 15273) spawn length on the map was 1760 yards and the length in the herring spawn database was 1828 m. Spawn date, intensity and spawn width were the same. Digitized the spawn, but did not assign the ID#.	
1963	ID# 15271-15272	Porpoise Bay (ID# 15271-15272) spawns were drawn as 4 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. There was 1 record of spawn on the map (3000x15 yards), but that same record was split into 2 records measuring 1371x14m in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 16
1963	ID# 15280-15281	Snake Bay (ID# 15280-15281) spawns were drawn as 6 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. There was 1 record of spawn on the map (3000x5 yards), but that same record was split into 2 records measuring 1371x5m in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 15277, 15279	Secret Cove (ID# 15277, 15279) spawns were drawn as 7 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. There was 1 record of spawn on the map (3520x15 yards), but that same record was split into 2 records measuring 1609x14m in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1963	**ID# 15282**	Storm Bay (ID# 15282) No map. Could not digitize the spawn or assign the ID#.	
1963	ID#15274	Bargain Bay (ID#15274) spawn was not drawn on the map. Digitized the spawn, but did not assign the ID#.	
1964	ID# 15289-15290	Bargain Bay (ID# 15289-15290) spawns were drawn as 15 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 15285-15286	Blind Bay (ID# 15285-15286) spawns were drawn as 8 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1964	**ID# 15292**	Secret Bay (ID# 15292) No map. Could not digitize the spawn or assign the ID#.	
1964	**ID# 15294**	Snake Bay (ID# 15294) No map. Could not digitize the spawn or assign the ID#.	
1965	**ID# 15298**	Deserted Bay (ID# 15298) spawn not marked on CHT# 6516002. Could not digitize the spawn or assign the ID#.	
1965	**ID# 15303**	Calder Island (ID# 15303) No map. Could not digitize the spawn or assign the ID#.	
1965	**ID# 15302**	Gerrans Bay (ID# 15302) No map. Could not digitize the spawn or assign the ID#.	
1965	**ID# 15201**	Bargain Bay (ID# 15201) No map. Could not digitize the spawn or assign the ID#.	
1966	ID# 15307-15308	Deserted Bay (ID# 15307-15308) spawns were drawn as 4 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. There was 1 record of spawn on the map (2500x3 yards), but that same record was split into 2 records measuring 1371x3 m and 1828x3 m in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1966	ID# 15311	Bargain Bay (ID# 15311) spawn measuring 700x3 yards on the map, but the herring spawn database lists the spawn as 914x3 metres. The spawn dates and width match. Digitized the spawn, but did not assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 16
1966	ID# 15315-15316	Gerrans Bay (ID# 15315-15316) spawns were not clearly labelled on the map. The map only lists one spawn measuring 400x3 yards, but the herring spawn database list 2 records measuring 183x3 m. Digitized the spawn, but did not assign the ID#	
1967	ID# 15331	Calder Island (ID# 15331) spawn was actually in Gerrans Bay. Digitized the spawn and assign the ID#.	
1967	CHT# 6716005	Gerrans Bay – Bargain Narrows spawn on March 11, 1967 measuring 1000x3 yards on CHT# 6716005 was not in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1967	ID# 15321-15322	Porpoise Bay (ID# 15321-15322) spawns' LxW on the map was 200x2 yards and in the herring spawn database there were 2 records measuring 274x3 m. Digitized the spawn, but did not assign the ID#.	
1968	ID# 15341	St Vincent Bay (ID#15341) spawn map looks different than the TRIM base map. Digitized as best as possible.	
1969	CHT# 6916010	Lang Bay spawn on CHT# 6916010 was not listed in the herring spawn database. Digitized but did not assign the ID#.	
1969	ID# 15356-15357, 15351	Gerrans Bay (ID# 15356-15357, 15351) spawns were drawn as 5 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1969	ID# 15353-15354	Gerrans Bay (ID# 15353-15354) spawns were not labelled on the map. Digitized the spawns, but did not assign the ID#s.	
1969	**ID# 15364-15365**	Willingdon Beach (ID#15364-15365) No map. Could not digitize the spawn or assign the ID#.	
1970	ID# 15370-15371	Deserted Bay (ID# 15370-15371) spawns were not clearly labelled on the map. There was only one record on the map measuring 2000x3 yards, and 2 records in the herring spawn database measuring457x3 m and 1371x3m. Digitized the spawn, but did not assign the ID#s.	
1970	ID# 15372-15373	Bargain Bay (ID# 15372-15373) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#.	
1970	**ID# 15379**	Francis Point (ID# 15379) No map. Could not digitize the spawn or assign the ID#.	
1971	ID# 15390-15392	Quarry Bay (ID# 15390-15392) spawns were drawn as 5 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1971	**ID# 15384**	Texada Island (ID# 15384) No map. Could not digitize the spawn or assign the ID#.	
1972	ID# 15399-15400	Blind Bay (ID# 15399-15400) spawns were not clearly labelled. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 15396, 15398	Pender Harbour (ID# 15396, 15398) spawns were not clearly labelled. Digitized the spawn, but did not assign the ID#s.	
1972	**ID# 15405**	Gerrans Bay (ID# 15405) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 16
1972	**ID# 15409**	Willingdon Beach (ID# 15409) No map. Could not digitize the spawn or assign the ID#.	
1972	**ID# 15397**	Pender Harbour (ID# 15397) No map. Could not digitize the spawn or assign the ID#.	
1975	**ID# 15422**	Pender Harbour (ID# 15422) spawn was on a hand drawn map that looks nothing like the TRIM base maps. Can not determine where to digitize the spawn. Could not digitize the spawn or assign the ID#.	
1975	**ID# 15426**	Saltery Bay (ID# 15426) spawn was not drawn on the map. Could not digitize the spawn or assign the ID#.	
1976	ID# 15429, 15431-15432	Deserted Bay (ID# 15429, 15431-15432) spawns were drawn as 6 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1976	**ID# 15435**	Jervis Inlet (ID# 15435) spawn not drawn on the map. Could not digitize the spawn or assign the ID#.	
1977	ID# 15437-15439	Deserted Bay (ID#15437-15439) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 15447-15448	Churchill Bay (ID# 15447-15448) spawn was drawn as 1 unlabelled spawn on the map. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 15454-15458	Bargain Bay (ID# 15454-15458) spawns were drawn as 3 unlabelled spawns on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 15451-15453	Porpoise Bay (ID#1 5451-15453) spawns were drawn as 2 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1996	**ID# 25735-25736**	Francis Point (ID# 25735-25736) No map. Could not digitize the spawn or assign the ID#.	
1997	ID# 9716001-9716004	Just the start and end of spawns (SOS and EOS) were marked on the map. Digitized the spawn as a thin line along the coastline.	
1999	**ID# 199916201-199916206**	No maps in the data binder and all spawns were listed as incomplete. Could not digitize the spawn or assign the ID#s.	
2000	**ID# 200016001, 200016201-200016202**	No maps in the data binder and all spawns were listed as incomplete. Could not digitize the spawn or assign the ID#s.	

Statistical Area 17

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1929	**ID# 15460-15474**	No map. Could not digitize the spawn or assign the ID#.	
1930	**ID# 15475-15486**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1931	**ID# 15487-15502**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 15503-15519**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 15520-15536**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 15537-15552**	No map. Could not digitize the spawn or assign the ID#.	
1935	**ID# 15553-15568**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 15569-15578**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 15579-15598**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 15599-15621**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 15622-15643**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 15644-15662**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 15663-15679**	No map. Could not digitize the spawn or assign the ID#.	
1942	ID# 15690-15792, 15697-15700	Protection Island E (ID# 15697-15700), Clam Bay (ID# 15690), and Kuper Island (ID# 15691-15692) spawns were not clearly labelled on the map. Digitized the spawn, did not assign the ID#s.	
1942	No CHT# or ID#	Newcastle spawn was on the data sheets (150x50yards on March 25), but was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1942	**ID# 15680-15689, 15693-15696**	Ballenas Channel (ID# 15680), Horsewell Bluff (ID# 15683), Stuart Channel (ID# 15694-15695), Trincomali Channel (ID# 15686), Hammond Bay (ID# 15684-15685), Kulleet Bay (ID# 15696), False Narrows (ID# 15688-15689), Ladysmith Harbour (ID# 15687), Departure Bay (ID# 15681-15682) and Breakwater Island (ID# 15693) No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 15701-15712**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 15713-15726**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 15727-15750**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 15751-15758**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1947	**ID# 15765-15767, 15969**	Mudge Island (ID# 15765-15767) and Nanoose Bay (ID# 15969) No map. Could not digitize the spawn or assign the ID#.	
1947	ID# 15759-15464, 15768, 15770	Ladysmith Harbour (ID# 15759-15762), Blunden Point (ID# 15770), Kulleet Bay (ID# 15768), and Coffin Point (ID# 15763-15764) spawn was not labelled on the maps. Digitized the spawn, but did not assign the ID#s.	
1948	ID# 15771, 15773-15780, 15782-15783, 15785-15786	Stuart Channel (ID# 15782), Nanoose Bay (ID# 15785-15786), Hammond Bay (ID# 15773-15775), Evening Cove (ID# 15783), Newcastle Channel (ID# 15771), Ladysmith Harbour (ID# 15776-15779), Dunsmuir Island (ID# 15779) and Coffin Pt (Is) (ID# 15780). Spawns were not labelled clearly on the map. Digitized the spawn, but did not assign the ID#s.	
1949	**ID# 15787-15800**	No map. Could not digitize the spawn or assign the ID#.	
1950	**ID# 15804-15813, 15815**	Kulleet Bay (ID# 15811-15813), Coffin Pt (Is) (ID# 15808-15809), Fraser Point (ID# 15815), Dunsmuir Island (ID# 15805-15807), Willy Is (ID# 15810), and Ladysmith Harbour (ID# 15804) No map. Could not digitize the spawn or assign the ID#.	
1951	**ID# 15817-15833**	No map. Could not digitize the spawn or assign the ID#.	
1952	**ID# 15834-15866**	No map. Could not digitize the spawn or assign the ID#.	
1953	**ID# 15867-15920**	No map. Could not digitize the spawn or assign the ID#.	
1954	**ID# 15921-15964**	No map. Could not digitize the spawn or assign the ID#.	
1955	ID# 15999, 16001, 16004	Kulleet Bay (ID# 15999, 16001, 16004) spawns were the same LxW on the map. Digitized the spawn, but did not assign the ID#s.	
1955	**ID# 15965-15966, 15968, 15972-15975 15978-15989, 15991-15993, 16005-16013**	Dodd Narrows S (ID# 16005), Nanoose Bay Head (ID# 16006-16011), North Cove (ID# 15982-15986), Nanoose Bay Entrance (ID# 16012-16013), Ladysmith Harbour (ID# 15968), Preedy Harbour (ID# 15978-15981), Kuper Island (ID# 15988-15989, 15991-15992) Boat Harbour (ID# 15972-15975), Pilkey Point (ID# 15987), Departure Bay (ID# 15965-15966), and Hospital Point (Chemainus) (ID# 15993) No map. Could not digitize the spawn or assign the ID#.	
1956	ID# 16037-16039, 16053-16057	Kulleet Bay (ID# 16053-16057), and Coffin Point (ID# 16037-16039) spawns were not clearly labelled on the maps. Charles Fort looked at the maps and labelled them clearly. Digitized the spawn and assigned the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1956	ID# 16040-16043	Boulder Point (ID#16040-16043) spawns were drawn on both CHT# 5617004 and 5616010. Used CHT# 5616010 for digitizing because the LxW data matched that which was in the herring spawn database. Digitized the spawns, but did not assign the ID#s.	
1956	ID# 16063, 16065	Nanoose Harbour (ID# 16063, 16065) spawns were not clearly labelled on CHT# 5617006. Digitized the spawn, but did not assign the ID#s.	
1956	CHT# 5617001	Tent Island spawn on CHT# 5617001 was not listed in the herring spawn database. The only data on the map was the date March 20. Digitized the spawn, but did not assign the ID#.	
1956	ID# 16026-16027	Ladysmith Harbour (ID#16027, 16026) spawn LxW on the map was 450x10 yards, but the herring spawn database lists the LxW as 366x9 metres. Digitized the spawn and assign the ID#s.	
1956	**ID# 16016-16018, 16032, 16034-16036, 16044, 16047-16048, 16052, 16057-16062**	Evening Cove (ID# 16052), Coffin Point (Is) (ID# 16034-16036) Taylor Bay (ID# 16016-16018), Preedy Harbour (ID#16044), Nanoose Bay (ID#16058-16062), Crofton (ID#16047-16048), Kulleet Bay (ID#16057), Dunsmuir Island (ID#16032) No map. Could not digitize the spawn or assign the ID#.	
1956	ID# 16034, 16039	Coffin Point (Is) (ID# 16034, 16039) spawns were the same LxW and have the same spawn date. Digitized the spawn, but did not assign the ID#s.	
1957	ID# 16078-16079	Nanoose Bay Head (ID# 16078-16079) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1958	**ID# 16082, 16084-16087,16089-16090, 16093, 16095, 16098-16099, 16101-16107**	Departure Bay (ID#16082, 16084), Hammond Bay (ID#16085-16086), Ladysmith Harbour (ID#16087, 16089), Yellow Point (ID#16090), Coffin Point (ID#16093), Link Island (ID#16095), Mudge Island (ID#16098-16099), Kulleet Bay (ID#16101-16102), and Nanoose Bay (ID#16103-16107) No map. Could not digitize the spawn or assign the ID#.	
1959	ID# 16120-16122	Mudge Island spawns (ID#16120-16122) were not clearly labelled on CHT# 5917007-5917008. The spawn LxW on the map does not match those in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1959	CHT# 5917006	Boat Harbour spawn on March 13-13 measuring 400x15 yards does not have a matching herring spawn database record. There was a Boat Harbour spawn in herring database measuring 7312x14 metres on March 12 (ID# 16114). Digitized the spawn, but did not assign the ID#.	
1959	CHT# 5917004	Coffin Point-Evening Cove spawn #2 on March 18 measuring 1000x10 yards on CHT# 5917004 not in the herring spawn database. Digitized the spawn, but did not assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1959	ID# 16111	Ladysmith Harbour (ID# 16111) spawn on CHT# 5917002 and 5917003 have notes saying the spawn was a continuous spawn. BUT the 2 maps do no match up and the spawns were in 2 different spots. Digitized the spawn and assigned the ID#.	
1960	CHT# 6017010	Boat Harbour spawn has 4 unlabelled spawns on CHT# 60171010. Digitized the spawn, but did not assign the ID#s.	
1960	CHT# 6017009	Yellow Point spawn has 6 unlabelled spawn on CHT# 6017009. Digitized the spawn, but did not assign the ID#s.	
1960	CHT# 6017009	Yellow Point spawn #4 on March 20 measuring 1200x4 yards CHT# 6017009 not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1960	**ID# 16145**	Yellow Point (ID# 16145) spawn #3 was not drawn on CHT# 6017009. Could not digitize or assign the ID#.	
1960	ID# 16158-16159	Kulleet Bay (ID# 16158-16159) spawns were not labelled clearly on CHT# 6017008. Digitized the spawn, but did not assign the ID#s.	
1964	**ID# 16249-16250, 16256-16257**	Yellow Point (ID# 16249-16250) and Boat Harbour (ID# 16256-16257) No map. Could not digitize the spawn or assign the ID#.	
1966	**ID# 16279, 16282**	Willy Island (ID# 16279) and Nanoose Bay Entrance (ID# 16282) No map. Could not digitize the spawn or assign the ID#.	
1966	ID# 16277-16278	False Narrows (ID# 16277-16278) spawn was drawn as 1 unlabelled spawn on CHT# 6617001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1966	ID# 16280-16281	Kulleet Bay (ID# 16280-16281) spawn was drawn as 1 unlabelled spawn on CHT# 6617003 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1966	ID# 16274-16276	Boat Harbour (ID# 16274-16276) spawns were drawn as 2 unlabelled spawns on CHT# 6617002 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1970	CHT# 7017008	Coffin Island spawn on March 18, 1970 measuring 100x20 yards on CHT# 7017008 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1970	ID# 16325	Hammond Bay (ID# 16325) spawn actually was west of Blunden Point not in Hammond Bay. Digitized the spawn, but did not assign the ID#.	
1973	CHT# 7317006	Flewett Point spawn on March 19th measuring 1500x25 yards on CHT# 7317006 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1974	ID# 16444-16445	Clam Bay (ID# 16444-16445) spawn was on a hand drawn map (CHT# 7417014) that looks nothing like the TRIM base map. Digitized the spawn as best as possible.	
1975	CHT# 7517003	Blunden Point spawns were drawn as 2 unlabelled spawn on CHT# 7517003. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1975	ID# 16476-16477	Departure Bay (ID# 16476-16477) spawns #1 and #4 were the same LxW on the map. Also ID#16477 spawn width was only 5m in the herring spawn database, but according to map the width was 50 yards. Digitized the spawn, but did not assign the ID#s.	
1978	**ID# 16629**	Wallis Point (ID# 16629) spawn was not drawn on CHT# 7817002. Could not digitize the spawn or assign the ID#.	
1978	**ID# 16621**	Blunden Point (ID# 16621) spawn was not drawn on CHT# 7817005. Could not digitize the spawn or assign the ID#.	
1978	**ID# 16590**	Hammond Bay (ID# 16590) spawn #4 was not drawn on CHT# 7817008. Could not digitize the spawn or assign the ID#.	
1978	**ID# 16610**	Stuart Channel (ID# 16610) spawn #3 was not drawn on CHT# 7817014. Could not digitize the spawn or assign the ID#.	
1978	**ID# 16613**	Evening Cove (ID# 16613) spawn #1 was not drawn on CHT# 7817015. Could not digitize the spawn or assign the ID#.	
1978	**ID# 16595**	Yellow Point (ID# 16595) spawn #3 was not drawn on CHT# 7817015. Could not digitize the spawn or assign the ID#.	
1979	ID# 16678-16680	Evening Cove (ID# 16678-16680) spawns were drawn as 2 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 16697-16698	Sunrise Beach + (ID# 16697-16698) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. No dividing line thru polygon to mark which spawn was which. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 16648, 16650, 16652-16653, 16655	Thetis Island (ID# 16648, 16650, 16652-16653, 16655) spawns were drawn as 2 spawn although the herring spawn database lists 5 ID#s. The spawns have multiple #s assigned to each spawn. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 16664-16670	North Cove (ID# 16664-16670) spawns were drawn as 3 spawns on the map although the herring spawn database lists 7 ID#s. One continuous spawn was labelled with several LxW data. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 16646-16647,16649, 16654,16693-16695	Thetis Island (ID# 16646-16647, 16649, 16654) and Leech Island (ID# 16693-16695) spawns were drawn as 3 spawns on the map although the herring spawn database lists 7 ID#s. The spawns have multiple #s assigned to each of them. Digitized the spawn, but did not assign the ID#s.	
1979	ID# 16674, 16676-16677	Kuper Island (ID# 16674, 16676-16677) spawn was drawn as 1 spawn not clearly labelled on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 16702	Thetis Island (ID# 16702) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#.	
1980	ID# 16704-16705	Coffin Point (Is) (ID# 16704-16705) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1980	ID# 16709-16711, 16716-16717	North Cove (ID# 16709-16711) and Pilkey Point (ID# 16716-16717) spawn on the map was numbered, but the corresponding LxW data was not. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 16707, 16729-16730	Crescent Point (ID# 16729-16730) and Preedy Harbour (ID# 16706) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 16701, 16703, 16727, 16712-16715, 16718-16721	Leech Is (ID# 16727), Clam Bay (ID# 16712-16715), Kuper Island (ID# 16718-16721) and Thetis Island (ID# 16701, 16703) spawn on the map was labelled, but the corresponding LxW data was not labelled. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 16722-16723	Blunden Point (ID# 16722-16723) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 16722	Blunden Point (ID# 16722) spawn width on CHT# 8017010 was 50 yards, but in the herring spawn database it was 5 metres. Digitized the spawn and assigned the ID#.	
1980	ID# 16724-16726	Icarus Point (ID# 16724-16726) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 16734-16735	Boat Harbour (ID# 16734-16735) spawn not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1981	CHT# 8117002	Nanoose Bay Head spawn #1 on March 17, 1981 measuring 1500x100 m on CHT# 8117002 was not included in herring spawn database. Digitized the spawn, but did not assign the ID#.	
1982	**ID# 16750, 16757**	Breakwater Is (ID# 15750) and Gabriola Is (N Shore) (ID# 16757) No map. Could not digitize the spawn or assign the ID#.	
1985	ID# 16813-16820	Sharpe Point (ID# 16813-16820) spawns were actually from Sharpe Point to Kulleet Bay on the map. Digitized the spawn and assigned the ID#s.	
1986	**ID# 16821-16822, 16840-16847**	Ladysmith Harbour (ID# 16821-16822), Sharpe Point (ID# 16840-16842), and Yellow Point N (ID# 16843-16847) No map. Could not digitize the spawn or assign the ID#.	
1986	CHT# 8617010	Spawn north of Link Island on March 17, 1986 measuring 100x5m on CHT# 8617010 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1986	CHT# 8617009	Spawn north of Lily Island on March 19 measuring 150x4 m on CHT# 8617009 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1986	CHT# 8617008	Breakwater Island spawn on March 18, 1986 measuring 90x6 m and Saturnina Island spawn on March 18, 1986, measuring 100x4 m, On CHT# 8617008 was not included in Herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 16829-16834	Kulleet Bay (ID# 16829-16834) spawn actually located north of Kulleet Bay and north of Yellow Point. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1986	ID# 16823-16825	Coffin Point (ID# 16823-16825) spawns were labelled #1-3, but the LxW data was not. Can't link the LxW to the correct spawn. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 23472-23477	Mudge Island (ID# 23472), Boat Harbour (ID# 23473), Yellow Point North (ID# 23474), Yellow Point (ID# 23475), Kulleet Bay (ID# 23476) and Coffin Point (Is) (ID# 23477) dive spawns' LxW on the maps do not match the herring spawn database's LxW. Digitized the spawn, but did not assign the ID#s.	
1987	ID# 16851-16852	Fraser Point (ID# 16851-16852) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. The spawn map looks different than the TRIM base map and not exactly sure where the EOS was along Thetis Island. Digitized the spawn, but did not assign the ID#.	
1987	**ID# 16848-16850**	Blunden Point (ID# 16848-16850) No map. Could not digitize the spawn or assign the ID#.	
1988	ID# 16853-16855	Kulleet Bay (ID# 16853-16855) spawns were drawn as 5 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 16856-16857	Fraser Point (ID# 16856-16857) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 23528	Round Island (ID# 23528) spawn transect #4 data was lost according to the dive summary sheets. The spawn for transect #4 could not be digitized.	
1988	ID# 23530	Flewett Point (ID# 23530) spawn transects #10-11 were quite far apparent when the spawn was digitized along the coastline. The spawn probably cuts across the water at some point. Digitized the spawn along the coastline and assigned the ID#.	
1988	**ID# 23531**	Mudge Island (ID# 23531) spawn transects #19-20 were not drawn on the map. Could not digitize the spawn for these transects.	
1989	ID # 23605	Kulleet Bay (ID# 23605) spawn has a long distance between transects #11-12 and transects #14-15. The spawn probably cuts across the water at some point. Digitized spawn along the coastline and assigned the ID#.	
1989	**No CHT**	Fraser Point spawn transect #44 has a dive survey transect sheet with a spawn width of 360m, but transect #44 was not on a map or listed in the herring spawn database. Could not digitized or assign the ID#.	
1990	ID# 23707	Kulleet Bay (ID# 23707) spawn has a long space between transect #15-16 and transects #18-19. The spawn probably cuts across the bay at one point. Digitized the spawn along the coastline and assigned the ID#.	
1990	ID# 23708	Yellow Point (ID# 23708) spawn transect #54 was in the same spot as transect #24. Digitized transect #24 of shoreline and transect #54 off the rocks as suggested by Charles Fort.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1991	ID# 23822-23825	Used the transect data to digitize the spawn shapes because the shapes drawn on the maps do not match the transect data for spawn width and there was spawn drawn on transects that have no spawn.	
1991	ID# 23823	Kulleet Bay (ID# 23823) spawn has a long spawn between transects #15-16 and transect #18-. The spawn probably cuts across the bay at one point. Digitized the spawn along the coastline and assigned the ID#.	
1992	ID# 239321, 23932	Mudge Island (ID# 239321, 23932) spawn transect #33 belongs to ID# 23931 according to the dive summary sheets, but the map indicates the spawn at transect #33 belongs to ID# 23932. Digitized the spawn and assigned to ID# 23932.	
1994	ID# 24718	Ruxton Island (ID# 24718) spawn has not data for transects #36, 38, and 40. Spawn may be continuous, but could only digitize transects #35, 37, 39, and 41-48 because they have transect data. Digitized the spawn to the halfway point between each transects and assigned ID#s.	
1995	ID# 25593-25594	Hammond Bay (ID #25593-25594) spawn was on a hand drawn map which looks very different than the TRIM base map. Digitized the spawn and assigned the ID#.	
1996	ID# 25647	Nanoose Bay Head (ID# 25647) spawn only has data for the even transects (#34, 36, 38) and there was no data for TRANSECTS #35, 37 and 39. Only digitized the transects with width data to the half way point between transects and assigned the ID#.	
1996	ID# 25645	Nanoose Bay (ID# 25645) spawn only has data for Transects # 40, 42, 44 and 46-50, but there was no data for transects #41, 43 and 45. Only digitized the transects with width data to the half way point between transects and assigned the ID#.	
1997	**ID# 9712134**	Hall Is. (ID# 9712134) No map. Could not digitize the spawn or assign the ID#.	
1998	**ID# 199846052-199846055, 199846057-199846058**	Dodds Narrows S (ID# 199846052), Cedar Ramp + (ID# 199846053), Gabriola Is S (ID# 199846054), Mudge Island (ID# 199846055), Nares Point (ID# 199846057), McKay Point (ID# 199846058) and Protection Island E (ID# 199846059) spawns have no dive data sheets with transect widths. Could not digitize the spawn or assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
1998	ID# 199845045- 199845049, 199846052- 199846055, 199846057- 199846059, 199846201- 199846203, 199846205	Photocopied maps hard to see whether the transects start onshore or offshore. Digitized assuming the transects started along coastline.	
1999	ID# 199945058- 199945062, 199945066, 199945082, 199945086, 199945097, 199946023- 199946030, 199946101	Photocopied maps hard to see whether the transects start onshore or offshore. Digitized assuming the transects started along coastline.	
1999	ID# 199945062	Icarus Point (ID# 199945062) spawn transect#81 was a trace spawn. Digitized the spawn as a thin line along coast until the half way point between transect 81 and 82 and assigned the ID#. .	
1999	ID# 199945082, 199945086, 199945097, 199946028	False Narrow (ID# 199945082, 199945086), Link Island (ID# 199945097) and Gabriola Island S (ID# 199946028) spawns were not clearly labelled on the map. Unsure how to assign ID# for the Gabriola Is S area because there were 2 spawn ID#s for False Narrows. Digitized the spawn, but did not assign the ID#s.	
1999	**ID# 199946101**	Ranch Point (ID# 199946101) spawn was listed as INCOMPLETE in the herring spawn database. No map. Could not digitize the spawn or assign the ID#.	
2000	**ID# 200017201- 200017203**	Trincomali Ch (ID# 200017201), Gabriola Island S (ID# 200017202) and Yellow Point (ID# 200017203) spawns were listed as INCOMPLETE in the herring spawn database. No map. Could not digitize the spawn or assign the ID#.	
2000	ID# 200046016	Mudge Island (ID# 200046016) spawn at transect #3298 was a trace spawn according to the dive spawn transect sheets. The EOS was marked on the map and it was before transect #3298. Used the EOS as the end point for digitizing. Digitized the spawn and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 17
2000	ID# 200046016	Mudge Island (ID# 200046016) spawn at transect #3298 was a trace spawn according to the dive spawn transect sheets. The EOS was marked on the map and it was before transect #3298. Used the EOS as the end point for digitizing. Digitized the spawn and assigned the ID#.	
2001	ID# 200146029	Mudge Island (ID# 200146029) spawn EOS includes transects #3299 and 3300 although there was no dive spawn transect sheets for these transects. Digitized the spawn to the half way point between transects #3298 and 3299 and assigned the ID#.	
2001	**ID# 200146001**	Nares Point (ID# 200146001) No map. Could not digitize the spawn or assign the ID#.	
2002	CHT# 200217011	Nares Point spawn on March 25, 2002 measuring 1300 metres on CHT# 200217011 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
2002	ID# 200246019-200246020	Departure Bay (ID# 200246019- 200246020) spawns overlap one another. The later covers the ID# 200246019 spawn.	

Statistical Area 18

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 18
1929	**ID# 16859-16860**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 16861-16862**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 16863**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 16864**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 16865-16867**	No map. Could not digitize the spawn or assign the ID#.	
1935	**ID# 16868-16869**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 16870-16871**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 16872**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 16873-16877**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 16878-16883**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 16884-16889**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 16890-16893**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 16894-16900**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 18
1943	**ID# 16901-16906**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 16907-16908**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 16909-16920**	No map. Could not digitize the spawn or assign the ID#.	
1947	CHT# 4718002	Ganges Harbour spawn #3 on Feb. 3, 1947 on CHT# 4718002 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1947	ID# 16931-16932	Ganges Harbour (ID# 16931-16932) spawn was drawn as 1 spawn on the map although the herring spawn database lists 2 ID#s. The spawn was labelled for both ID#s with no indication of whether the spawn was supposed to be split. Digitized the spawn, but did not assign the ID#.	
1947	ID# 16936-16941	Prevost Island (ID# 16936-16941) spawn was drawn on a hand drawn map which looks different than the TRIM base map. Digitized the spawn as best as possible.	
1947	**ID# 16926-16927**	Campbell Bay (ID# 16926-16927) No map. Could not digitize the spawn or assign the ID#.	
1947	**ID# 16928**	Boot Cove (ID# 16928) No map. Could not digitize the spawn or assign the ID#.	
1948	ID# 16942-16948, 16956-16957	Prevost Island (ID# 16956-16957), Annette Inlet (ID# 16948), and Ganges Harbour (ID# 16942-16947) spawn was on hand drawn maps that look quite different than the TRIM base maps. Digitized the spawn as best as possible.	
1948	ID# 16955, 16945	Ganges Harbour (ID# 16955, 16945) spawn was labelled as being 2 spawns. Digitized the spawn, but could not assign ID#	
1948	**ID# 16946**	Ganges Harbour (ID# 16946) No map. Could not digitize the spawn or assign the ID#.	
1949	ID# 16969, 16974-16979	Prevost Island (ID# 16974-16979) and Selby Covet (ID# 16969) spawns were drawn on a hand drawn map (CHT# 4918001) that looks quite different than the TRIM base map. Digitized the spawn as best as possible.	
1949	ID# 16976	Prevost Island (ID# 16976) spawn was actually in Ganges Harbour. Digitized the spawn and assigned the ID#.	
1949	**ID# 16969, 16979, 16974, 16967**	Prevost Island (ID#16979, 16974), Selby Cove (ID#16969), and Annette Inlet (ID#16967) spawn were not drawn on CHT# 4918001. Could not digitize the spawn or assign the ID#s.	
1950	**ID# 16980, 16982, 16988-16990**	Saturna Island (ID# 16980), Ganges Harbour (ID# 16982), Annette Inlet (ID# 16988), Selby Cove (ID# 16989) and Prevost Island (ID# 16990) No map. Could not digitize the spawn or assign the ID#.	
1951	ID# 16691-16992	Ganges Harbour (ID# 16691-16992) spawns were drawn as 10 unlabelled spawn although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 18
1952	ID# 16996, 17006	Ganges Harbour (ID# 16996, 17006) spawn was labelled with #24 and #15. Digitized the spawn, but did not assign the ID#.	
1952	ID# 17012-17013	Ganges Harbour (ID# 17012-17013) spawn was labelled with #3 and #38. Digitized the spawn, but did not assign the ID#s.	
1952	ID# 17000, 17010	Ganges Harbour (ID# 17000, 17010) spawn was labelled with #25 and #36. Digitized the spawn, but did not assign the ID#s.	
1952	ID# 17022, 17025	Selby Cove (ID# 17022, 17025) spawn was labelled with #3 and #9. Digitized the spawn, but did not assign the ID#s.	
1952	ID# 17021, 17023-17024	Selby Cove (ID# 17021, 17023-17024) spawn was labelled with #24 and #15. Digitized the spawn, but did not assign the ID#.	
1952	**ID# 17011, 16694-16995, 17001, 17003-17004, 17007**	Ganges Harbour (ID# 17011, 17001, 17003-17004, 17007), Fulford Harbour (ID#16994), and Campbell Bay (ID#16995) spawn were not drawn on any maps. Could not digitize the spawn or assign the ID#S.	
1953	ID# 17030-17047, 17049-17061	Ganges Harbour (ID# 17030-17046), Long Harbour (ID# 17047), Annette Inlet (ID# 17049-17054), Selby Cove (ID# 17055-17059), and Welbury Bay (ID# 17060-17061) spawns were not labelled on the maps. Digitized the spawn, but did not assign the ID#s.	
1954	ID# 17078-17081, 17085, 17087-17088, 17090	Annette Creek (ID# 17079-17081, 17085, 17087-17088, 17090) and Captain Pass (ID# 17078) spawns were not clearly labelled on CHT# 5418001. Digitized the spawn, but did not assign the ID#s.	
1954	ID# 17062-17077	Ganges Harbour (ID# 17062-17076) and Long Harbour (ID# 17077) spawns were drawn on hand drawn maps (CHT# 5418002-5418003) that look quite different than the TRIM base map. Digitized the spawn as best as possible.	
1954	**ID# 17084, 17092**	Annette Inlet (ID# 17084, 17092) No map. Could not digitize the spawn or assign the ID#.	
1955	**ID# 17096, 17099-17101, 17104-17105, 17109-17116, 17119, 17120**	Campbell Bay (ID#17096, 17099), Winter Cove (ID# 17100-17101), Ganges Harbour (ID# 17104-17105), Captain Pass (ID#17109-17110), Annette Inlet (ID# 17111-17113), Selby Cove (ID# 17114-17115), Glenthorne Pass (ID# 17116, 17118), and Welbury Bay (ID# 17120) No map. Could not digitize the spawn or assign the ID#.	
1956	CHT# 5618014	Long Harbour spawn measuring 100x15 yards on March 14, 1956 and Welbury Bay spawn measuring 1500x15 yards on CHT# 5618014 not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1956	ID# 17151-17152, 17154-17155	Welbury Bay (ID# 17151-17152, 17154-17155) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 18
1956	**ID# 17126, 17128, 17131, 17135-17139, 17148, 17150**	Long Harbour (ID# 17135-17136) Ganges Harbour (ID# 17131), Chain Is (ID# 17150), Lyall Harbour (ID# 17126), Winter Cove (ID# 17128), Annette Inlet (ID# 17137-17139), and James Bay (ID# 17148) No map. Could not digitize the spawn or assign the ID#.	
1958	**ID# 17167-17168, 17170-17175, 17178, 17180-17185, 17187-17190, 17193-17194, 17196, 17198-17199, 17201**	Glenthorne Pass (ID# 17194, 17196), Chain Island (ID#17198-17199), Welbury Bay (ID# 17201), Colburne Pass (ID# 17168), Selby Cove (ID# 17193), Campbell Bay (ID# 17167), Ganges Harbour (ID# 17170-17175,17178), Annette Harbour (ID# 17187-17190), Long Harbour (ID# 17180-17185) No map. Could not digitize the spawn or assign the ID#.	
1959	ID# 17206-17207	Colburne Pass (ID# 17206-17207) spawns was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1961	**ID# 17235, 17238**	Chain Island (ID# 17235, 17238) No map. Could not digitize the spawn or assign the ID#.	
1964	CHT# 6418005	Boot Cove (just outside of the cove) spawn measuring 150x20 yards on March 16-18, 1964 on CHT# 6418005 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1964	**ID# 17258-17259**	Payne Point (ID# 17258) and Birdseye Cove (ID# 17259) No map. Could not digitize the spawn or assign the ID#.	
1965	ID# 17277-17280	Selby Cove (ID# 17277-17280) spawn was drawn as 2 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawns, but did not assign the ID#s.	
1965	ID# 17271-17273	Ganges Harbour (ID# 17271-17273) spawn was drawn as 4 unlabelled spawns on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1965	ID# 17275-17276	Annette Inlet (ID# 17275-17276) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1966	ID# 17282-17287	Lyall Harbour (ID# 17282-17287) spawns were drawn as 3 unlabelled spawns on the map although the herring spawn database lists 6 ID#s. Digitized the spawn, but did not assign the ID#s.	
1967	ID# 17297-17303	Winter Cove (ID# 17297-17303) spawns were drawn as 10 unlabelled spawns on the map although the herring spawn database lists 7 ID#s. Digitized the spawn, but did not assign the ID#s.	
1967	ID# 17314-17315	Annette Inlet (ID# 17314-17315) spawns were drawn as 3 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1967	ID# 17304-17307	Ganges Harbour (ID# 17304-17307) spawns were drawn as 7 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 18
1968	ID# 17338-17340	Long Harbour (ID# 17338-17340) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1968	ID# 17330-17337	Ganges Harbour (ID# 17330-17337) spawns were not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1968	ID# 17341-17346	Annette Inlet (ID#17341-17346) spawns were drawn as 2 unlabelled spawns on the map although the herring spawn database lists 6 ID#s. Digitized the spawn, but did not assign the ID#s.	
1968	ID# 17321-17324, 17326-17329	Boot Cove (ID# 17326-17329), Lyall Harbour (ID# 17321-17323), and Winter Cove (ID# 17124) spawns were not labelled on CHT# 6818001. Digitized the spawns, but did not assign the ID#s.	
1969	ID# 17352-17353	Boot Cove (ID# 17352-17353) spawns were drawn as 4 unlabelled spawns on the map although the herring spawn database lists 2 ID#s. Digitized the spawns, but did not assign the ID#s.	
1969	ID# 17368-17373	Annette Inlet (ID# 17368-17369) and Glenthorne Pass (ID# 17370-17373) spawns were drawn as 13 unlabelled spawns on CHT# 6918004 although the herring spawn database lists 7 ID#s. Digitized the spawns, but did not assign the ID#s.	
1969	ID# 17357-17367	Long Harbour (ID# 17357-17367) spawns were drawn as 9 unlabelled spawns on the map although the herring spawn database lists 11 ID#s. Digitized the spawns, but did not assign the ID#s.	
1970	ID# 17390, 17393, 17396-17410, 17412-17414	Long Harbour (ID# 17396-17410, 17412-17414) and Ganges Harbour (ID#17390, 17393) spawns were drawn as 5 unlabelled spawns on the map although the herring spawn database lists 20 ID#s. Digitized the spawns, but did not assign the ID#s.	
1970	ID# 17420-17423	Selby Cove (ID# 17420-17423) spawns were drawn as 2 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawns, but did not assign the ID#s.	
1970	ID# 17387-17389, 17391-17392, 17394-17395, 17423	Ganges Harbour (ID# 17387-17389, 17391-17392, 17394-17395) and Chain Is (ID# 17423) spawns were drawn as 14unlabelled spawns on CHT# 7018005 although the herring spawn database lists 8 ID#s. Digitized the spawns, but did not assign the ID#s.	
1970	ID# 17384-17386, 17377	Boot Cove (ID# 17394-17386) and Lyall Harbour (ID# 17377) spawns were drawn as 3 unlabelled spawns on CHT# 7018004 although the herring spawn database lists 4 ID#s. Digitized the spawns, but did not assign the ID#s.	
1970	ID# 17415-17419, 17424-17425	Annette Inlet (ID# 17415-17419) and Glenthorne Pass (ID#17424-17425) spawns were drawn as 10 unlabelled spawns on CHT# 7018002 although the herring spawn database lists 7 ID#s. Digitized the spawns, but did not assign the ID#s.	
1970	**ID# 17411**	Long Harbour (ID# 17411) No map. Could not digitize the spawn or assign the ID#.	

Year	**CHT# or ID#**	**Digitizer's Comments** **Statistical Area 18**
1971	ID# 17456-17457,17459-17460,17462	Long Harbour (ID# 17456-17457, 17459-17460, 17462) spawns were drawn as 4 unlabelled spawns on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.
1971	ID# 17446-17455, 17458	Ganges Harbour (ID# 17446-17455, 17458) spawns were drawn as 6 unlabelled spawns on the map although the herring spawn database lists 11 ID#s. Digitized the spawn, but did not assign the ID#s.
1971	ID# 17467, 17474-17478	Selby Cove (ID# 17467, 17474-17478) spawns were drawn as 1 unlabelled spawn on the map although the herring database lists 6 ID#s. Digitized the spawn, but did not assign the ID#s.
1971	ID# 17427-17437, 17439-17445	Lyall Harbour (ID# 17427-17432), Winter Cove (ID# 17433-17437), and Boot Cove (ID# 17439-17445) spawns were drawn as 13 unlabelled spawns on CHT# 7118003 although the herring spawn database lists 18 ID#s. Digitized the spawn, but did not assign the ID#s.
1971	ID# 17464-17465, 17469, 17472-17473, 17479-17483	Annette Inlet (ID#17464-17465, 17469, 17472-17473) and Glenthorne Pass (ID# 17479-17483) spawns were drawn as 7 unlabelled spawns on CHT# 7118002 although the herring spawn database lists 10 ID#s. Digitized the spawn, but did not assign the ID#s.
1971	**ID# 17463, 17466,17468, 17470-17471**	Annette Inlet (ID# 17463, 17466, 17468, 17470-17471) No map. Could not digitize the spawn or assign the ID#.
1972	ID# 17537-17540	Selby Cove (ID# 17537-17540) spawns were drawn as 2 unlabelled spawns on the map although the herring spawn database lists 4 ID#s. Digitized the spawn, but did not assign the ID#s.
1972	ID# 17489-17494, 17497-17501	Winter Cove (ID#17491-17494), Lyall Harbour (ID# 17489-17490) and Boot Cove (ID# 17497-17501) spawns were drawn as 16 unlabelled spawns on CHT# 7218004 although the herring database lists 11 ID#s. NOTE Spawn #4 on March 9, 2003 measuring 200x15 yards was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.
1972	ID# 17530, 17532-17533, 17535-17536	Annette Inlet (ID# 17530, 17532-17533, 17535-17536) spawns were not labelled on CHT# 7218003. Digitized the spawn, but did not assign the ID#s.
1972	ID# 17515-17517, 17519-17521, 17523-17526, 17529	Long Harbour (ID# 17515-17517, 17519-17521, 17523-17526, 17529) spawns were drawn as 8 unlabelled spawns on CHT# 7218001 although the herring spawn database lists 11 ID#s. Digitized the spawn, but did not assign the ID#s.

Year	**CHT# or ID#**	**Digitizer's Comments**	**Statistical Area 18**
1972	**ID# 17495, 17502-17514, 17518, 17522, 17524, 17527-17828, 17531, 17534**	Ganges Harbour (ID# 17502-17512), Long Harbour (ID#17513-17514, 17518, 17522, 17524, 17527-17528), Annette Inlet (ID#17531, 17534), and Winter Cove (ID#17495) No map. Could not digitize the spawn or assign the ID#.	
1973	ID# 17546-17554, 17560-17562	Lyall Harbour (ID# 17546-17553), Winter Cove (ID# 17554), Boot Cove (ID#17560-17562) spawns were not labelled on CHT# 7318008. Digitized the spawns, but did not assign the ID#s.	
1973	ID# 17579-17587, 17609-17616	Long Harbour (ID# 17579-17587) and Welbury Bay (ID# 17609-17616) spawns were not labelled on CHT# 7318007. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 17564-17578	Ganges Harbour (ID# 17564-17578) spawns were not labelled on CHT# 7318004. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 17588-17595, 17601-17606	Annette Inlet (ID# 17588-17595) and Glenthorne Pass (ID# 17601-17606) spawns were not labelled on CHT# 7318002. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 17648	Welbury Bay (ID# 17648) spawn width on the map was 2 yards, but the herring spawn database lists the width as 5 m. Digitized the spawn and assigned the ID#.	
1975	CHT# 7518003	Annette Point spawn on March 25, 1975 measuring 50x5 yards on CHT# 7518003 was not listed in the herring spawn database. Digitized the spawn, but could not assign the ID#.	
1976	**ID# 17702**	Lyall Harbour (ID# 17702) spawn was not drawn on CHT# 7618005. Could not digitize the spawn or assign the ID#.	
1976	**ID# 17703**	Boot Cove (ID# 17703) spawn was not drawn on CHT# 7618005. Could not digitize the spawn or assign the ID#.	
1976	ID# 17706-17707, 17709-17712, 17714	Ganges Harbour (ID# 17706-17707, 17709-17712, 17714) spawns were drawn as 5 unlabelled spawns on the map although the herring spawn database lists 7 ID#s. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 17716-17720, 17727-17728, 17730	Long Harbour (ID# 17716-17720), Nose Point (ID# 17730), Welbury Bay (ID# 17727-17728) spawns were not labelled on CHT# 7618001. Digitized the spawn, but did not assign the ID#s.	
1978	**ID# 17844, 17784**	King Islets (ID# 17844) spawn #6 and Boot Cove (ID# 17784) spawn #9 were not drawn on CHT# 7818010. Could not digitize the spawn or assign the ID#s.	
1978	ID# 17831	Selby Cove (ID# 17831) spawn on map was small when compared to the LxW data in the herring spawn database. Digitized the spawn and assigned the ID#s.	
1978	**ID# 17816**	Ganges Harbour (ID# 17816) spawn #11 was not drawn on CHT# 7818002. Could not digitize the spawn or assign the ID#.	
1980	**ID# 17915**	Chain Island (ID# 17915) spawn was not drawn on CHT# 8018002. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 18
1982	**ID# 17961**	Welbury Bay (ID# 17961) spawn was not drawn on CHT# 8218005. Could not digitize the spawn or assign the ID#.	
1982	**ID# 17946-17948**	Boot Cove (ID# 17946-17948) spawns were not drawn on CHT# 8218002. Could not digitize the spawn or assign the ID#.	
1986	**ID# 17970**	Annette Inlet (ID# 17970) No map. Could not digitize the spawn or assign the ID#.	
1991	CHT# 9118001-9118002	Ganges Harbour and Annette Inlet spawns were trace spawns on CHT# 9118001-9118002 and were listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1995	ID# 25427	Ganges Harbour (ID# 25427) spawn transect numbers were not in chronological order. Transect Order was 8, 5, 4, 2, 1, 3, 15, 14, 13, 10, 11, 12, 15, 16, 17, 18, 19. A highlighter shows where the spawn was in the harbour. Digitized the spawn and assigned the ID#.	

Statistical Area 19

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 19
1931	**ID# 17986-17988**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 17989-17993**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 17994-17996**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 17997-17999**	No map. Could not digitize the spawn or assign the ID#.	
1935	**ID# 18000-18004**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 18005-18006**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 18007-18011**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 18012-18013**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 18014-18016**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 18017-18018**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 18019-18021**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 18022**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 18023**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 18024**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 18025-18026**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 19
1946	**ID# 18027-18030**	No map. Could not digitize the spawn or assign the ID#.	
1947	**ID# 18031-18035**	No map. Could not digitize the spawn or assign the ID#.	
1948	**ID# 18036-18042**	No map. Could not digitize the spawn or assign the ID#.	
1949	**ID# 18043-18046**	No map. Could not digitize the spawn or assign the ID#.	
1950	**ID# 18050-18052**	Portage Inlet (Gorge) (ID# 18050), Esquimalt Harbour (ID# 18051), and Esquimalt Lagoon (ID# 18052) No map. Could not digitize the spawn or assign the ID#.	
1950	ID# 18047-18049	Saanich Inlet (ID# 18047), Finlayson Arm (ID# 18048) and Coles Bay (ID# 18049) spawn maps labelled STAT AREA 18 pre 1951 data. Digitized the spawn and assigned the ID#s.	
1951	ID# 18053-18054	Finlayson Arm (ID# 18053-18354) spawn was drawn as 1 unlabelled spawn on CHT# 5119001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1951	**ID# 18055**	Portage Inlet (ID# 18055) No map. Could not digitize the spawn or assign the ID#.	
1951	**ID# 18056**	Esquimalt Harbour (ID# 18056) No map. Could not digitize the spawn or assign the ID#.	
1952	**ID# 18057**	Goldstream Flats (ID# 18057) No map. Could not digitize the spawn or assign the ID#.	
1955	**ID# 18058**	Goldstream Flats (ID#18058) No map. Could not digitize the spawn or assign the ID#.	
1956	ID# 18060	Goldstream Flats (ID#18060) spawn length on the map was 150 yards, but the herring spawn database lists the spawn length as 183 m. Digitized the spawn and assigned the ID#.	
1956	**ID# 18068-18069**	Deep Cove (ID# 18068-18069) No map. Could not digitize the spawn or assign the ID#.	
1958	**ID# 18075-18076, 18078-18082, 18084**	Coal Point (ID#18081-18082), Towner Bay (ID# 18080), Deep Cove (ID# 18084), Patricia Bay (ID#18078-18079), and Goldstream Flats (ID# 18075-18076) No map. Could not digitize the spawn or assign the ID#.	
1959	**ID# 18085, 18092-18093**	Finlayson Arm (ID# 18085) and Portage Inlet (Gorge) (ID# 18092-18093) No map. Could not digitize the spawn or assign the ID#.	
1961	**ID# 18095**	Goldstream Flats (ID# 18095) No map. Could not digitize the spawn or assign the ID#.	
1964	**ID# 18100**	Goldstream Flats (ID# 18100) No map. Could not digitize the spawn or assign the ID#.	
1967	**ID# 18101**	Tod Inlet (ID#18101) No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 19
1968	ID# 18102-18103	Tod Inlet (ID# 18102-18103) spawn was drawn as 5 unlabelled spawns on CHT# 6819001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1969	**ID# 18106**	Tsehum Harbour (ID#18106) No map. Could not digitize the spawn or assign the ID#.	
1970	ID# 18107-18108	Tod Inlet (ID#18107-18108) spawn was drawn as 3 unlabelled spawns on CHT# 7019002 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1973	**ID# 18116**	Tsehum Harbour (ID#18116) No map. Could not digitize the spawn or assign the ID#.	
1974	**ID# 18117**	Tsehum Harbour (ID#18117) No map. Could not digitize the spawn or assign the ID#.	
1989	No CHT# or ID#	Portage Inlet to the Gorge trace spawns (6 spawns) on the map that were not listed in the herring spawn database. Asked Charles Fort about these records and he suggested I digitize them. Digitized the spawns, but did not assign the ID#s.	
1991	ID# 18122-18132	Spawns marked on map with #s, but SOS and EOS were not. Charles Fort suggested digitizing 100m on each side of # for each spawn. Sometimes the #s were closer together than 200m so some spawn lengths <200m. Digitized the spawn and assigned the ID#s.	
1993	ID# 25243	Esquimalt Harbour (ID# 25243) spawn LxW on map data sheets was 50x20m, but the herring spawn database lists the spawns as 5x20m. Digitized the spawn, but did not assign the ID#.	
1995	**ID# 9519201**	James Bay (ID# 9519201). No map. Could not digitize the spawn or assign the ID#.	
2001	**ID# 200146023-200146024, 200146031**	Pat Bay (ID# 200146024, 200146031) and Deep Cove (ID# 200146023) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 20

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 20
1951	**ID# 18136-18137**	No map. Could not digitize the spawn or assign the ID#.	
1961	**ID# 18138**	No map. Could not digitize the spawn or assign the ID#.	
1964	**ID# 18139**	No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 22

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 22
1971	**ID# 18143**	Nitinat Lake (ID# 18143) spawn could not be digitized because Nitinat Lake was not drawn on the TRIM base map. Could not digitize the spawn or assign the ID#.	

Statistical Area 23

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 23
1930	**ID# 18144-18157**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 18158-18169**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 18170-18175**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 18176-18183**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 18184-18192**	No map. Could not digitize the spawn or assign the ID#.	
1935	**ID# 18193-18196**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 18197-18217**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 18218-18235**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 18236-18242**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 18243-18251**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 18252-18260**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 18261-18278**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 18279-18287**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 18288-18306**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 18307-18317**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 18318-18336**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 18337-18350**	No map. Could not digitize the spawn or assign the ID#.	
1947	ID# 18359	Mayne Bay (ID#18359) the spawn width was 50 yards on CHT# 4713001, but the herring spawn database lists the spawn as 2 m. Digitized the spawn and assigned the ID#.	
1947	ID# 1861-18365	Maggie River (ID# 18364-18365) and Toquart Bay (ID# 18361-18363) spawns were not clearly labelled on CHT# 4723002. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 23
1947	**ID# 18351-, 18355, 18357-18358**	Useless Inlet (ID# 18357-18358), Uchucklesit (ID# 18351-18353), Sunshine Bay + (ID# 18355), and Rainy Bay (ID# 18454) No map. Could not digitize the spawn or assign the ID#.	
1948	ID# 18371-18378	Toquart Bay (ID# 18371-18375) and Maggie River (ID# 18376-18378) spawns were not clearly labelled on CHT# 4823002 and 4823004. Digitized the spawn, but did not assign the ID#s.	
1948	**ID# 18366**	Sunshine Bay + (ID# 18366) No map. Could not digitize the spawn or assign the ID#.	
1949	ID# 18379-18390	Sunshine Bay + (ID# 18379), Bamfield Inlet (ID# 18380), Useless Inlet (ID# 18381), Two Rivers (ID# 18382), Mayne Bay (ID# 18383-18384), Stopper Island (ID# 18385-18386), Toquart Bay (ID# 18387-18388) and Maggie River (ID# 18389-18390) spawns were not clearly labelled on the maps. Digitized the spawn, but did not assign the ID#s.	
1950	ID# 18403, 18405	Maggie River (ID# 18403, 18405) spawn was drawn as 4 unlabelled spawns on CHT# 5023001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1951	**ID# 18407-18416**	No map. Could not digitize the spawn or assign the ID#.	
1954	**ID# 18455**	Toquart Bay (ID# 18455) spawn not drawn on CHT# 5423004. Could not digitize the spawn or assign the ID#.	
1955	ID# 18470-18471	Useless Inlet (ID# 18470-18471) spawns were not clearly labelled on CHT# 5523002. Digitized the spawn, but did not assign the ID#s.	
1955	ID# 18472, 18475, 18477-18479, 18482	Roquefeuil (ID# 18472), Toquart Bay (ID# 18475, 18477-18478), and Macoah Pass (ID# 18482, 18479) appears to be no spawns marked on any on the maps although on CHT# 5523005, 5523007-5523008 there were spawns that have no corresponding ID#. Digitized the spawn, but did not assign the ID#s.	
1956	**ID# 18488-18510**	No map. Could not digitize the spawn or assign the ID#.	
1959	ID# 18555-18556	Bamfield Inlet (ID# 18555-18556) spawns do not appear to be labelled correctly. Think they believe they were labelled opposite. Digitized the spawn and assigned the ID#s.	
1964	CHT# 6423003	San Mateo Bay spawn marked on right hand side of bay, but there was spawn data information on the CH# 6423003. Digitized the spawn, but did not assign the ID#.	
1970	**ID#18676**	Maggie River (ID#18676) spawn was not drawn on the map. Couldn't digitize or assign ID#.	
1970	CHT 7023007	Sechart Channel – 3 spawns marked #5 were drawn on the map. No corresponding data in the herring spawn database. Digitized the spawn, but couldn't assign ID#.	
1971	**ID# 18712**	Dutch Harbour (ID# 18712) spawn was not drawn on the CHT# 7123008. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 23
1971	CHT# 7123005	Macoah Pass-Maggie River spawn #3 on April 6, 1971 measuring 800x20 yards was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1971	ID# 18700-18701	Macoah Pass (ID# 18700-18701) spawn has 1 spawn labelled as #1 and 6 on CHT# 7123004. Digitized the spawn, but could not assign the ID#s.	
1971	CHT# 7123004	Macoah Pass spawns #8-12 were not listed in the herring spawn database. Maybe because the spawns #1&6 overlap all these spawns. Digitized the spawn, but did not assign the ID#s.	
1971	**ID# 18695, 18698, 18704**	Macoah Pass (ID# 18695, 18698, 18704) spawns were not drawn on CHT# 7123003. Could not digitize the spawn or assign the ID#s.	
1971	**ID# 18720, 18722**	David Island (ID# 18720, 18722) No map. Could not digitize the spawn or assign the ID#.	
1972	CHT# 7223006	Stopper Island – spawns #1 (March 9, 1972 measuring 500x50 yards) and #2 (March 9, 1972 measuring 200x50 yards) – no matching data in the herring spawn database data. Digitized the spawn, but couldn't assign ID#	
1972	**ID# 18757**	St Ines Is (ID# 18757) No map. Could not digitize the spawn or assign the ID#.	
1972	**ID# 18733**	Mayne Bay (ID# 18733) No map. Could not digitize the spawn or assign the ID#.	
1973	ID# 18761	Larkin Island (ID# 18761) spawn #4 on CHT# 7323007 was actually along Stopper Island. Two other spawns #2 and #3 (ID# 18766, 18765 respectively) were on Larkin, but were labelled as Stopper Island. Digitized the spawn and assigned the ID#s.	
1973	ID# 18784-18785	Spilling Island (ID# 18784-18785) spawns were not labelled on CHT# 7323005. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 18769-18770	Macoah Pass (ID# 18769-18770) spawns were not labelled or numbered CHT# 7323004. Digitized the spawn, but did not assign the ID#s.	
1973	**ID#18771**	Dutch Harbour (ID#18771) Spawn #6 not drawn on CH. Could not digitize or assign ID#	
1975	CHT# 7523009	St Ines spawn has 1 spawn on CHT# 7523009 that was not labelled. Digitized the spawn, but did not assign the ID#	
1976	**ID# 18920**	Dutch Harbour (ID# 18920) spawn #12 not drawn or labelled on CHT# 7623007. Could not digitize the spawn or assign the ID#.	
1976	ID# 18922-18923	Dutch Harbour (ID# 18922-18923) spawns #7 and 10 were the same LxW. Digitized the spawn, but did not assign the ID#s.	
1976	ID#18887-18889	Stopper Islands (ID#18887-18889) 22 spawns and 3 ID#s. Spawn not labelled on map. Digitized the spawn, but couldn't assign ID#	
1976	**ID# 18883**	Roquefeuil (ID# 18883) No map. Could not digitize the spawn or assign the ID#.	
1977	**ID# 18949**	Macoah Pass (ID# 18949) spawn not drawn on CHT#7723015. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 23
1977	CHT# 7723012	Equis Brach and Dutch Harbour area has 4 spawns that were not listed in the herring spawn database. Note says the spawns were "duplicate?". Digitized the spawn, but did not assign the ID#s.	
1977	CHT# 7723006	David Island spawn drawn on CHT# 7723006, but there was no corresponding spawn data. Digitized the spawn, but did not assign the ID#.	
1977	**ID# 18954, 18957, 18968**	Ucluelet (ID# 18954), Dutch Harbour (ID# 18957) and Fleming Island (ID# 18968) No map. Could not digitize the spawn or assign the ID#.	
1980	CHT# 8023012	Equis Beach spawn #2 on March 27-28, 1980 measuring 660x15 metres. Not listed in the herring spawn database. Digitized the spawn, but couldn't assign ID#	
1980	ID# 19137, 19144	Spilling Islet (ID# 19137) and Rowlands Islet (ID# 19144) spawns was drawn as 1 unlabelled spawn on CHT# 8023009 although the herring spawn database listed 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1980	**ID# 19133-19134**	Hand Island (ID# 19133-19134) spawns #2 and #4 have arrows pointing to where I presume a spawn should be drawn, but there was nothing drawn on CHT# 8023001. Could not digitize the spawn or assign the ID#s.	
1981	ID# 19175	Toquart Bay (ID# 19175) spawn was actually near Food Islets on CHT# 8123012. Digitized the spawn and assigned the ID#.	
1981	**CHT# 8123001-8123006**	Rough spawn drawn on CHT# 8123001-8123006 but the spawns were not listed in the herring spawn database. These maps were duplicates of CHT# 8123007-8123014. Digitized CHT# 8123007-8123014 only and assigned the ID#s.	
1982	ID# 19202	Toquart Bay (ID# 19202) spawn was actually near Food Islets on CHT# 8223009. Digitized the spawn and assigned the ID#.	
1982	ID# 19205	Forbes Island (ID# 19205) spawn was actually at Twin Rivers on CHT# 8223008. Digitized the spawn and assigned the ID#.	
1982	ID# 19209	David Island (ID# 19209) spawn was actually on the mainland near Maggie River on CHT# 8223007. Digitized the spawn and assigned the ID#.	
1982	ID# 19201	Toquart Bay (ID# 19201) spawn was actually at Larkins Island on CHT# 8223005. Digitized the spawn and assigned the ID#.	
1982	CHT# 8223014	Hand Island spawn on March 23-24, 1982 on CHT# 8223014 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1983	CHT# 8323005	Ucluelet spawn #14 on March 30, 1983 measuring 270x10m on CHT# 8323005 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1983	ID# 19250-19251	Maggie River (ID# 19250-19251) spawns #2 and #5 were the same LxW on CHT# 8323001. Digitized the spawn, but did not assign the ID#s.	

Year	**CHT# or ID#**	**Digitizer's Comments**	**Statistical Area 23**
1983	ID# 19249-19254	Maggie River (ID# 19249-19254) spawn SOS and EOS were shown on CHT# 8323001. No actual spawn shapes were drawn on the map. Digitized the spawn as thin lines along the coastline and assigned the ID#s.	
1985	**ID# 19266-19326**	No map. Could not digitize the spawn or assign the ID#.	
1986	**ID# 19327-19367**	No map. Could not digitize the spawn or assign the ID#.	
1987	**ID# 19370**	Grappler Inlet (ID# 19370) No map. Could not digitize the spawn or assign the ID#.	
1988	ID# 23532-23551	Spawn shapes were drawn on the maps, but spawn shapes' widths did not match the transect width. Therefore, used the shapes drawn on the maps for the general spawn shape, but used the transect data for the spawn width. Digitized the spawn and assigned the ID#s.	
1989	ID# 23620-23621	Benson Island (ID# 23620), Clarke Island (ID# 23621), and Owens Island (ID# 23622) spawns were drawn as 1 spawn on the map although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1989	No CHT# or ID#	Pinkerton Island transect #15 not included in the herring spawn database. Charles Fort was going to add this record to the database. May change some of the ID#s. Digitized the spawn, but did not assign the ID#.	
1989	ID# 23610-23614, 23624, 23626	Lyall Point (ID# 23610). Pinkerton Islands (ID# 23611-23614, 23624), and Equis Beach (ID# 23626) spawns were not clearly labelled on the map. Also some of the spawn lengths on dive summary sheet do not exactly match those records in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1991	ID# 23826-23836	Spawn shapes drawn on the maps. Digitized the spawn shapes and assigned the ID#s.	
1992	ID# 23837-23942	No spawn shapes on the maps; therefore used the transect data to digitize the spawns. Digitized the spawns and assigned the ID#s.	
1993	ID# 25251-25263	Toquart Bay (ID# 25251-25263) spawn was not clearly labelled. Just circles showing where the spawn occurred. Digitized the spawn as a thin line using the edges of the circles as the SOS and EOS. The circles were sometimes longer that the total spawn so segments were not equal to the herring spawn database spawn LxW. Spawn labelled A-G from the South to North along Toquart for CHT# 9323003-9323004 as recommended by Charles Fort.	
1993	ID# 25248-25250	Larkin (ID# 25248-25250) just a circle around the south end of the island. Digitized as a thin line using the edges of the circle and split into 3 spawns as recommended by Charles Fort, starting left to right.	
1993	ID# 25275-25278	Robinson Island (ID# 25275-25278) spawn digitized as a thin line along the coastline. Labelled A,B,C,D as recommended by Charles Fort.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 23
1993	ID# 25279-25282	Kye Point (ID# 25279-25282) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 4 ID#s. Followed Charles Fort's instructions and split the spawns into 4 going from south to north. Digitized the spawns and assigned the ID#.	
1993	ID# 24588-24597	Used the shapes drawn on the maps to digitize the spawn, but doubled checked them with the transect data. All spawns offshore.	
1993	ID# 24593	Forbes Island (ID# 24593) the spawn shape drawn has spawn for TRANSECT #42, but according to the dive sheets has 0 spawn. Therefore used the protocol of stopping the spawn ½ way between TRANSECTS #41 and 42 and restarting the spawn at TRANSECT#43. Digitized the spawn and assigned the ID#.	
1993	ID# 24591	Maggie River (ID# 24591) the spawn shape drawn has spawn for TRANSECT #19, but according to the dive sheets there was 0 spawn. Therefore used the protocol of stopping the spawn ½ way between TRANSECTS #18 and 19 and restarting the spawn at TRANSECT#20. Digitized the spawn and assigned the ID#.	
1993	ID# 24597	Vernon Bay (ID# 24597) spawn only has transect data for the odd transects; however the shape drawn was for the entire bay. Digitized the entire shape except for TRANSECT #73 because according to the dive sheets there was 0 spawn. Therefore used the protocol of stopping the spawn ½ way between TRANSECTS # 72 and 73 and restarting the spawn at TRANSECT#74. Digitized the spawn and assigned the ID#.	
1994	ID# 24467-24476	Amphitrite Point (ID# 24467-24476) spawn was drawn as 4 unlabelled spawns on the map although the herring spawn database lists 10 ID#s. Digitized the spawn, but did not assign the ID#s.	
1994	ID# 2447-24482	Spring Cove (ID# 2447-24482) spawn was drawn as 3 unlabelled spawns on the map although the herring spawn database lists 5 ID#s. Digitized the spawn, but did not assign the ID#s.	
1994	ID# 24483-24488	Itatsoo Creek (ID# 24483-24488) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 6 ID#s. Digitized the spawn, but did not assign the ID#s.	
1994	**ID# 24721-24727**	Spilling Islet (ID# 24721), Forbes Island (ID# 24722), Newcombe Channel (ID# 24723), Two Rivers + (ID# 24724) spawns have no dive transect maps. Could not digitize the spawn or assign the ID#.	
1995	ID# 25430-25440	No spawn shapes drawn on the maps, therefore used the dive transect data. Digitized the spawns and assigned the ID#s.	
1995	ID# 25430	Newcombe Channel (ID# 25430) spawn has no data for TRANSECTS #1 and 3; therefore, could not digitize spawn for these transects. Only digitized spawn for TRANSECT #2. Spawn digitized was not as long as what the length was listed in herring spawn database. Digitized the spawn and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 23
1996	ID# 25678	Spilling Islet (ID# 25678) spawn only has 1 transect with data so spawn does not look as long as it should be (length in herring spawn database was 1280m). Digitized the spawn and assigned the ID#.	
1998	**ID# 199823001-199823005**	Ottaway Islet (ID# 199823001), Brabant Island (ID# 199823002), Newcombe Channel (ID# 199823003), David Island (ID# 199823004) and St Ines Island (ID# 199823005) No map. Could not digitize the spawn or assign the ID#.	
2002	ID# 200248017, 200248025	Hermit, Ottaway Islet (ID# 200248025), Stopper Is (ID# 20024817) and Spilling Islet area spawns were digitized, but the ID# were not assigned. Charles Fort would like to double check these records before I assign the ID#s.	

Statistical Area 24

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1930	**ID# 19371-19378**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 19379-19388**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 19389-19399**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 19400-19406**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 19407-19417**	No map. Could not digitize the spawn or assign the ID#.	
1935	**ID# 19418-19425**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 19426-19434**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 19435-19436**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 19437-19439**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 19440-19442**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 19443-19454**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 19455-19462**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 19463-19467**	No map. Could not digitize the spawn or assign the ID#.	
1943	ID# 19468-19469	Hot Springs Cove spawn was called Refuge Cove on CHT# 4324003.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1944	ID# 19475	Hot Springs Cove spawn was called Refuge Cove on CHT# 4424003.	
1945	ID# 19480	Hot Springs Cove spawn was called Refuge Cove on CHT# 4524001.	
1946	ID# 19486	Hot Springs Cove spawn was called Refuge Cove on CHT# 4624004.	
1947	ID# 19491	Hot Springs Cove spawn was called Refuge Cove on CHT# 4723003.	
1948	ID# 19495-19496	Hot Springs Cove spawn was called Refuge Cove on CHT# 4823003.Spawn in Refuge Cove that actually was Hot Springs Cove (checked with C Fort). Spawn not numbered – didn't assign ID#	
1949	ID# 19501	Hot Springs Cove spawn was called Refuge Cove on CHT# 4923001.	
1950	ID# 19506-19507	Cypress Bay (ID# 19506) and Quait Bay (ID# 19507) spawns were drawn as 1 continuous unlabelled spawn on CHT# 5024002. Digitized the spawn, but did not assign the ID#s.	
1950	**ID# 19505**	Hootla Kootla (ID# 19505) spawn was not drawn on the rough map. Did not digitize the spawn or assign the ID#.	
1951	ID# 19508-19513	The archive maps look quite different than the TRIM base maps. Digitized the spawn as best as possible and assigned the ID#s.	
1952	**ID# 19514, 19517-19521**	Ross Pass (ID# 19514), Millar Channel (ID# 19517), Hot Spring Cove (ID# 19518), and Riley Cove (ID# 19519-19521) No map. Could not digitize the spawn or assign the ID#.	
1952	ID# 19522-19523	Cypress Bay (ID# 19522) and Quait Bay (ID# 19523) spawns were drawn as 3 unlabelled spawn on CHT# 5224001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1953	ID# 19532, 19537	Mosquito Harbour (ID# 19532) and Bedwell Sound (ID# 19537) spawns on CHT# 5324001-5324002 look quite different than the TRIM base map. Digitized the spawns as best as possible and assign the ID#s.	
1953	**ID# 19524-19531, 19534-19536, 19539, 19544-19533, 19538, 19540-19543**	No map. Could not digitize the spawn or assign the ID#.	
1954	ID# 19555-19557, 19560, 19562-19564, 19566, 19568, 19571-19572, 19574-19575	Spawn shaped were not drawn on CHT# 5424001-5424004. Just start of spawn and end of spawns were marked on the maps. Digitized the spawns as thin lines and assigned the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1954	**ID# 19554, 19558-19559, 19561, 19569-19570, 19573, 19576**	No map. Could not digitize the spawn or assign the ID#.	
1954	ID# 19560, 19562-19564, 19566, 19568	Bawden Bay (ID# 19560, 19562-19564, 19566, 19568) spawn on CHT# 5424001 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1955	ID# 19593-19597	Young Bay (ID# 19593-19597) spawn on CHT# 5524001 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1955	ID# 19594	Young Bay (ID# 19594) spawn has two 50x6 yard spawns on CHT# 5524001 although the herring spawn database only lists 1 ID#. Digitized the spawn, but did not assign the ID#s.	
1955	ID# 19586-19588, 19592	Hootla Kootla + (ID# 19586-19588, 19592) spawns were the same LxW on CHT# 5524003. Digitized the spawn, but did not assign the ID#s.	
1956	**ID# 19616**	Hot Springs Cove (ID# 19616) No map. Could not digitize the spawn or assign the ID#.	
1956	ID# 19609-19626	Spawn were drawn on the maps with start and end points. Digitized as thin lines along coastline. Also the archive map looks quite different than the TRIM base map.	
1956	ID# 19618, 19620	Young Bay (ID# 19618, 19620) spawns were the same length and width on CHT# 5624002. Digitized the spawn, but did not assign the ID#s.	
1956	ID# 19623-19624	Cypress Bay (ID# 19623-19624) spawns were the same length and width on CHT# 5624003. Digitized the spawn, but did not assign the ID#s.	
1956	ID# 19613-19614	Whitepine Cove (ID# 19613-19614) spawn was digitized along the mud flat line on CHT# 5624004. Digitized the spawn and assigned the ID#s.	
1956	ID# 19611	Little Whitepine Cove (ID# 19611) spawn digitized as a thin line because only the start and end points of the spawn were marked on CHT# 5624004. Digitized the spawn and assigned the ID#.	
1957	ID# 19628-19633, 19640-19645	Spawn marked with start and end of spawn points on CHT# 5724001-5724004. Digitized the spawns as thin lines along the coastline and assigned the ID#s.	
1957	ID# 19631-19632	Whitepine Cove (ID# 19631-19632) spawns #1-2 were 250x75 yards, but the spawn does not look that wide on CHT# 5724003 because it was digitized as a thin line along the coastline. Digitized the spawn and assigned the ID#.	
1957	ID# 19639	Matilda Inlet (ID# 19639) spawn on CHT# 5724007 digitized as a thin line. Digitized the spawn and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1958	ID# 19646-19682	Spawn marked with start and end of spawn points on CHT# 5824001-5824008. Digitized the spawns as thin lines along the coastline and assigned the ID#s	
1958	**ID# 19682**	Quait Bay (ID# 19682) spawn was not drawn on CHT# 5824001. Could not digitize the spawn or assign the ID#.	
1958	**ID# 19677**	Steamer Cove (ID# 19677) spawn has no spawn start point marked on CHT# 5824007. Could not digitize the spawn or assign the ID#.	
1958	ID# 19670	Millar Channel (ID# 19670) spawn on CHT# 5824008 was digitized as a thin line across the mouth of the river. Digitized the spawn and assigned the ID#.	
1959	ID# 19683-19703	Spawn marked with start and end of spawn points on CHT# 5924001-5724007. Digitized the spawns as thin lines along the coastline and assigned the ID#s.	
1959	ID# 19683	Tofino Inlet (ID# 19683) spawn on CHT# 5924007 looks quite different than the TRIM base map. Digitized as best as possible and assigned ID#.	
1960	ID# 19704-19734	Spawn marked with start and end of spawn points on CHT# 6024001-6024007. Digitized the spawns as thin lines along the coastline and assigned the ID#s.	
1960	ID# 19715, 19718	Whitepine Cove (ID# 19715, 19718) spawn on CHT# 6024003 was digitized along the mud flat. Digitized the spawn and assigned the ID#s.	
1960	ID# 19725	Riley Cove (ID# 19725) spawn was a lot longer than the other shorter spawns on CHT# 6024004 although according to the herring spawn database it was one of the shortest spawns. Digitized the spawn and assigned the ID#.	
1960	ID# 19725	Riley Cove (ID# 19725) spawn was a lot longer than the other shorter spawns on CHT# 6024004 although according to the herring spawn database it was one of the shortest spawns. Digitized the spawn and assigned the ID#.	
1960	ID# 19706	Matilda Inlet (ID# 19706) spawn was drawn as a large circle on CHT# 6024006. Digitized the spawn as a circle not as thin lines like the others in Matilda Inlet, and assigned the ID#.	
1961	**ID# 19735-19737**	Ross Passage (ID# 19735-19737) No map. Could not digitize the spawn or assign the ID#.	
1961	ID# 19738-19762	Spawn marked with start and end of spawn points on CHT# 6124001-6124008. Digitized the spawns as thin lines along the coastline and assigned the ID#s.	
1961	ID# 19743	Little Whitepine Cove (ID# 19743) spawn on CHT# 6124003 looks different than the TRIM base map. On the TRIM base map the 2 islands were merged together. Digitized the spawn as best and possible and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1961	ID# 19749	Millar Channel (ID# 19749) spawn has not clear end point marked on CHT# 6124008. Digitized the spawn that was visible on the map and assigned the ID#.	
1962	ID# 19763-19787	Spawn marked with start and end of spawn points on CHT# 6224001-6224008. Digitized the spawns as thin lines along the coastline and assigned the ID#s. In a few cases spawn shapes were drawn and digitized.	
1962	ID# 19770, 19783	Young Bay (ID# 19770, 19783) spawns were the same length and width on CHT# 6224001. Digitized the spawn, but did not assign the ID#s.	
1962	ID# 19786	Hesquiat Harbour (ID# 19786) spawn was digitized along the mudflat line not along the coastline on CHT# 6224008. Digitized the spawn and assigned the ID#.	
1963	ID# 19788-19806	Spawn marked with start and end of spawn points on CHT# 6324001-6324005. Digitized the spawns as thin lines along the coastline and assigned the ID#s.	
1963	ID# 19789-19790	Matilda Inlet (ID# 19789-19790) spawns #1-2 were the same length and width on CHT# 6324005. Digitized the spawn, but did not assign the ID#s.	
1964	**ID# 19807**	Matilda Inlet (ID# 19807) No map. Could not digitize the spawn or assign the ID#.	
1966	ID# 19811	Little Whitepine Cove (ID# 19811) spawn on CHT# 6624004 looks different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#.	
1968	ID# 19842	Riley Cove (ID# 19842) spawn along the right side of the cove looks quite different between CHT# 6824003 and the TRIM base map. Digitized as best as possible and assigned the ID#.	
1969	ID# 19850-19851	Hot Springs Cove spawn was called Refuge Cove on CHT# 6924001.	
1969	(ID# 19851-19853	Epper Pass (ID# 19851-19853) spawn on CHT# 6924002 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1970	ID# 19864	Hesquiat Harbour (ID# 19864) spawn on CHT# 7024002 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1970	ID# 19862	Sydney Inlet (ID# 19862) spawn on CHT# 7024004 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1971	ID# 19868	Meares Island (ID# 19868) spawn on CHT# 71224003 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1971	ID# 19870	Vargas Island (ID# 19870) spawn on CHT# 7124004 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1971	ID# 19872-19874	Hot Springs Cove spawn was called Refuge Cove on CHT# 7124010-7124011.	
1972	ID# 19887-19890	Vargas Island (ID# 19887-19890) spawn on CHT# 7224001 looks quite different than the TRIM base map. The curvature/shape of the bays were different between the two maps. Digitized the spawn as best as possible and assigned the ID#s.	
1972	**ID# 19883**	Big Whitepine Cove (ID# 19883) spawn #2 was drawn on land on CHT# 7224007. Could not digitize the spawn or assign the ID#. The map notes a spawn #1, but it was not drawn on map or included on the herring spawn database or spawn summary sheet. Therefore could not digitize spawn #1.	
1973	ID# 19911-19912	Vargas Island (ID# 19911-19912) spawn was not clearly labelled on CHT# 7324001. Also the map looks quite different than the TRIM base map. Digitized the spawn as best as possible, but did not assign the ID#s.	
1973	**ID# 19914**	Vargas Island (ID# 19914) No map. Could not digitize the spawn or assign the ID#.	
1973	ID# 19930-19932	Robert Point (ID# 19930-19932) spawns were drawn as 11 unlabelled spawns on CHT# 7324002 although the herring spawn database lists 3 ID#s. Also the map looks quite different than the TRIM base map. Digitized the spawn as best as possible, but did not assign the ID#s.	
1973	ID# 19927-19929	Ritchie Bay (ID# 19927-19929) spawns were unlabelled on CHT# 7324003. Also the map looks quite different than the TRIM base map. Digitized the spawn as best as possible, but did not assign the ID#s.	
1973	ID# 19904-19906	Little Whitepine Cove (ID# 19904-19906) spawns were drawn as 6 unlabelled spawns on CHT# 7324004 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 19923-19924	Saranac Island (ID# 19923-19924) spawn were drawn as 3 unlabelled spawns on CH# 7324006 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1973	ID# 19925-19926	Elbow Bank (ID# 19925-19926) spawns were drawn as 7 unlabelled polygons on CHT# 7324007 although the herring spawn database lists 2 ID#s. The map also looks quite different than the TRIM base map. Digitized the spawn as best as possible, but did not assign the ID#s.	
1973	ID# 19907-19908	Meares Island (ID# 19907-19908) spawn was drawn as 3 unlabelled spawns on CHT# 7324008 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1973	ID# 19915-19916	Riley Cove (ID# 19915-19916) spawn was drawn as 3 unlabelled polygons on CHT# 7324014 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1974	**ID# 19938-19942, 19971, 19974-19985**	Meares Island (ID# 19938-19942), Saranac Island (ID# 19971), Stone Island (ID# 19974-19981), and Lemmens Inlet (ID# 19982-19985) No map. Could not digitize the spawn or assign the ID#.	
1974	ID# 19957-19958	Hesquiat Harbour (ID# 19957-19958) spawn was not labelled on the map. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 19934, 19972	Meares Island (ID# 19934) and Saranac Island (ID# 19972) spawns #1-2 (ID# 19934, 19972) were the same length and width on CHT# 7424004. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 19936-19937	Meares Island (ID# 19936-19937) spawns #1 and 3 were the same length and width on CHT# 7424007. Digitized the spawn, but did not assign the ID#s.	
1974	ID# 19948-19955	Vargas Island (ID# 19948-19955) spawn on CHT# 7424001 quite different than the TRIM base map. The shape of the coastline was quite different. Digitized the spawn as best as possible and assigned the ID#s.	
1975	**ID# 20106, 20122**	Maurus Channel (ID# 20106) and Ritchie Bay (ID# 20122) No map. Could not digitize the spawn or assign the ID#.	
1975	ID# 19986-20169	The archive maps (especially spawns on CHT# 7524001-7524002, 7524011, 7524015-7524017, and 7524018-7524019) look quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s. .	
1975	ID# 20027, 20028	Hot Springs Cove (ID# 20027, 20029) spawns #3-4 were the same length and width on CHT# 7524013. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 20009, 20014	Stockham Island (ID# 20009, 20014) spawns #5 and 8 were the same length and width on CHT# 7524015. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 20170-20260	The archive maps (especially spawns on CHT# 7624002, 7624005, 7624014-7624016) look quite different than the TRIM base maps. Digitized the spawn as best as possible and assigned the ID#s.	
1976	ID# 20199-20202	Hot Springs Cove spawn was called Refuge Cove on CHT# 7624008.	
1976	ID# 20190, 20192	Bawden Bay (ID# 20190, 20192) spawns # 2 and 4 were the same length and width on CHT# 7624019. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 20261-20359	The archive maps (especially spawns on CHT# 7724001-7724002, 7724007) look quite different than the TRIM base maps. Digitized the spawn as best as possible and assigned the ID#s.	
1977	ID# 20283, 20286	Meares Island (ID# 20283, 20286) spawns #10-11 were the same length and width on CHT# 7724007. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1977	ID# 20284, 20294	Meares Island (ID# 20284, 20294) spawns #4 and 6 were the same length and width on CHT# 7724007. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 20335, 20338	Hesquiat Harbour (ID# 20335, 20338) spawns #2-3 were the same length and width on CHT# 7724009. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 20328-20329	Steamer Cove (ID# 20328-20329) spawns #2 and 4 were the same length and width on CHT# 7721011. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 20274, 20278, 20280	Little Whitepine Cove (ID# 20274, 20278, 20280) spawns #4 and 6-7 were the same length and width on CHT# 7724013. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 20360-20465	The archive maps (especially spawns on CHT# 7824001, 7824003-7824006, 7824008, 7824013, 7624014-7624016) look quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1978	CHT# 7824002	Stubbs Island spawn #3 on CHT# 7824002 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1978	ID# 20379-20380, 20458	Vargas Island (ID# 20379-20380) and Calmus Pass (ID# 20458) spawns #1-3 on CHT# 7824005 looks quite different than the TRIM base map. Digitized as best as possible and assigned the ID#s.	
1978	ID# 20361	Meares Island (ID# 20361) spawn #5 on CHT# 7824006 looks quite different when digitized on the TRIM base map. Digitized the spawn and assigned the ID#.	
1978	ID# 20363-20364	Meares Island (ID# 20363-20364) spawns #2-3 on CHT# 7824006 look quite different when digitized on the TRIM base map. Digitized the spawn and assigned the ID#s.	
1978	CHT# 7824008	Meares Island spawn #6 on CHT# 7824008 was not listed in the herring spawn database. Also the map looks quite different than the TRIM base map. Digitized the spawn as best as possible, but did not assign the ID#.	
1978	ID# 20449-20451, 20455-20457	Stone Island (ID# 20449-20451) and Beck Island (ID# 20455-20457) spawns on CHT# 7824013 were quite different than the TRIM base map. Beck Island and Stone Island were the only landmarks on the map, thus it was hard to know if the spawn were digitized correctly in relation to the rest of the area. Digitized the spawn as best as possible and assigned the ID#s.	
1978	CHT# 7824018	Matilda Inlet spawn #2 on CHT# 7824018 was not listed in the herring spawn database. Note on map says the spawn was a trace spawn. Digitized the spawn, but did not assign the ID#.	
1978	ID# 20424, 20427	Epper Pass (ID# 20424, 20427) spawns #3 and 7 were the same length and width on CHT# 7824007. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1978	ID# 20410, 20415	Hecate Bay (ID# 20410, 20415) spawns # 4 and 6 were the same length and width on CHT# 7824009. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 20398, 20406	Hesquiat Harbour (ID# 20398, 20406) spawns # 17 and 19 were the same length and width on CHT# 7824016. Digitized the spawn, but did not assign the ID#.	
1979	ID# 20492-20497	Hot Springs Cove spawn was called Refuge Cove on CHT# 7924008.	
1979	ID# 20466-20473	Meares Island (ID# 20466-20473) spawns on CHT# 7924010 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1979	ID# 20524, 20528	Elbow Bank (ID# 20524, 20528) spawns # 7 and 10 were the same length and width on CHT# 7921013. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 20611, 20617-20620	Kakawis (ID# 20611) and Opitsat Reserve (ID# 20617-20620) spawns on CHT# 8024001 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1980	ID# 20547-20556	Big Whitepine Cove (ID# 20547-20556) spawns on CHT# 8024011 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1980	**ID# 20607**	Lemmens Inlet (ID# 20607) spawn #4 was not drawn on CHT# 8024012. Could not digitize the spawn or assign the ID#.	
1980	CHT# 8024019	Whiskey Jenny Beach spawn on April 2, 1980, measuring 125x25 yards on CHT# 8024019 was not listed in the herring spawn database. Part of the spawn was on land when digitized on the TRIM base map. Digitized the spawn, but did not assign the ID#.	
1980	ID# 20595-20603, 20606	Lemmens Inlet (ID# 20595-20603, 20606) spawns on CHT# 8024005 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1980	ID# 20597	Lemmens Inlet (ID# 20597) spawn measures 70x17 yards on CHT# 8024005, 700x17 yards on the spawn summary sheet and 640x16 metres in the herring spawn database. Digitized the spawn and assigned the ID#.	
1981	**ID# 20672, 20674-20675**	Hot Springs Cove (ID# 20672, 20674-20675) No map. Could not digitize the spawn or assign the ID#.	
1981	ID# 20782	Hootla Kootla (ID# 20782) spawn #2 on CHT# 8124007 was listed as 366 m in the herring spawn database, but 365 m on the spawn summary sheet. Digitized the spawn and assigned the ID#.	
1981	ID# 20663-20671, 20673, 20676-20678	Hot Springs Cove spawn was called Refuge Cove on CHT# 8124011.	
1981	ID# 20747	Kraan Island (ID# 20747) spawn on CHT# 8124014 was listed as 91m on the herring spawn database, but 92m on the spawn summary sheet. Digitized the spawn and assigned the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1981	ID# 20699-20703, 20705-20708	Hesquiat Harbour (ID# 20699-20703, 20705-20708) spawns were not labelled on CHT# 8124016. Digitized the spawn, but did not assign the ID#s.	
1981	ID# 20709	Yellow Bank (ID# 20709) spawn on CHT# 8124017 was 411 m on spawn summary sheet, but 410 m in the herring spawn database. Digitized the spawn and assigned the ID#.	
1981	CHT# 8124020	Maurus Channel spawns on CHT# 8124020 were not listed in the herring spawn database, but were listed on the herring spawn summary sheets. Digitized the spawn, but did not assign the ID#s.	
1982	CHT# 8224003	Blunden Island spawn on CHT# 8224003 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1982	CHT# 8224004	Vargas Island spawn #1 on CHT# 8224004 was not listed in the herring spawn database. Note on map says "trace only extremely sparse vegetation- don't use for recruitment". Digitized the spawn, but did not assign the ID#.	
1982	ID# 20796	Robert Point (ID# 20796) spawn #1 on CHT# 8224007 was cut-off at the end of the page (photocopy). Only digitized what was on the page and assigned the ID#.	
1982	ID# 20757-20758	Stubbs Island (ID# 20757-20758) spawns #2 and 4 on CHT# 8224009 on the spawn summary sheet was 250 yards long, but the herring spawn database lists ID# 20758 as 229 metres long and ID# 20757 as 227 metres long. Digitized the spawn and assigned the ID#s. but didn't assign ID#	
1982	ID# 20788, 20792	Ritchie Bay (ID# 20788, 20792) spawns #1 and 4 were the same length and width on CHT# 8224006. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 20821, 20826	Hot Springs Cove (ID# 20821, 20826) spawns # 12 and 21 were the same length and width on CHT# 8324001. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 20845, 20833	Hot Springs Cove (ID# 20845, 20833) spawns # 4 and 18 were the same length and width on CHT# 8324001. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 20820, 20828	Hot Springs Cove (ID# 20820, 20828) spawns # 19- 20 were the same length and width on CHT# 8324001. Digitized the spawn, but did not assign the ID#s.	
1983	ID# 20820-20844	Hot Springs Cove spawn was called Refuge Cove on CHT# 8324001. The archive map looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s	
1983	CHT# 8324002	Kraan Island spawn #2 was not listed in the herring spawn database on CHT# 8324002. There was an ID# in the herring spawn database (ID# 20861) measuring 23x7m which doesn't match a spawn, but the spawn summary sheet lists spawn #2 as 30x10 yards. Digitized the spawn, but did not assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1983	CHT# 8324005	Elbow Bank spawn #1 was a trace spawn on CHT# 8324005, but was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1983	CHT# 8324006	Yellow Bank spawn #2 was a trace spawn on CHT# 8324005, but was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1983	CHT# 8324007	Opitsat-Schindler Point spawn #1 was a trace spawn on CHT# 8324007, but was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1984	ID# 20902-20903	McIntosh Bay (ID# 20902-20903) spawn # 6-7 were the same length and width on CHT# 8424002. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 20889-20900	McIntosh Bay (ID# 20889-20900) spawns # 9-10 were the same length and width on CHT# 8424002. Digitized the spawn, but did not assign the ID#s.	
1984	CHT# 8424003	Calmus Passage – Vargas Island spawns #1-2 on CHT# 8424003 were not included in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1984	CHT# 8424005	Kakawis – Meares Island spawn #1 was trace spawn on CHT# 8424005, but was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1984	CHT# 8424007	Robert Point spawn #3 was trace spawn on CHT# 8424007, but it was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1985	ID# 20886-20894, 20896-20897	Ritchie Bay (ID# 20886-20894) and Robert Point (ID# 20896-20897) spawns on CHT# 8524007 look quite different that the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1985	ID# 20939-20940	Antons Spit (ID# 20939-20940) spawns # 3 and 7 were the same length and width on CHT# 8524009. Digitized the spawn, but did not assign the ID#s.	
1987	CHT# 8724004	Vargas Island – Father Charles Channel spawn on CHT# 8724004 was not listed in the herring spawn database. On the spawn summary sheet the spawn was a trace spawn. Digitized the spawn, but did not assign the ID#.	
1987	ID# 21000-21004, 21016, 21018	Saranac Island (ID# 21000-21004), Robert Point (ID# 21016, 21018), and Yellow Bank (ID# 20982-20984) spawns on CHT# 8724008 looks quite different that the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1987	ID# 21027, 21030	Kraan Island (ID# 21027, 21030) Spawns # 17-18 were the same length and width on CHT# 8724009. Digitized the spawn, but did not assign the ID#s.	
1988	**ID# 21085**	Hot Springs Cove (ID# 21085) No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1988	**ID# 21148**	Lemmens Inlet (ID# 21148) Spawn # 12 was not drawn on CHT# 8824007. Could not digitize the spawn or assign the ID#.	
1988	ID# 21177-21180	Schindler Point (ID# 21177-21180) spawns on CHT# 8824008 look quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1988	ID# 21171, 21175	Leclaire Point (ID# 21171, 21175) spawns #2 and 4 were the same length and width on CHT# 8824014. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 21172, 21176	Leclaire Point (ID# 21172, 21176) Spawns # 5 and 8 were the same length and width on CHT# 8824014. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 21184-21185	Hesquiat Harbour Head (ID# 21184-21185) Spawns #1-2 were the same length and width on CHT# 8824015. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 21038, 21041	Matilda Inlet (ID# 21038, 21041) Spawns #1-2 were the same length and width on CHT# 8824017. Digitized the spawn, but did not assign the ID#s.	
1988	ID# 21054-21055	Matilda Inlet (ID# 21054-21055) Spawns #4 and 6 were the same length and width on CHT# 8824017. Digitized the spawn, but did not assign the ID#s.	
1988	CHT# 8824301	Hot Springs Cove spawn #3 on CHT# 8824301 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1988	ID# 21105, 21116	Hootla Kootla + (ID# 21105, 21116) Spawns # 1 and 7 were the same length and width on CHT# 8824302. Digitized the spawn, but did not assign the ID#s.	
1989	ID# 21249-21251	Kraan Island (ID# 21249-21251) spawns on CHT# 8924006 looks quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	
1990	ID# 21265, 21274	Epper Pass (ID# 21265, 21274) spawns #8 and 10 were the same length and width on CH# 9024006. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 21300, 21302	Ritchie Bay (ID# 21300, 21302) spawns #1 and 10 were the same length and width on CHT# 9024007. Digitized the spawn, but did not assign the ID#s.	
1990	CHT# 9024007	Robert Point spawn #25 on CHT# 9024007 was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1990	ID# 21290-21303	Ritchie Bay (ID# 21290-21303) spawns on CHT# 9024007 look quite different than the TRIM base map. Digitized the spawn as best as possible and assigned the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1991	ID# 21363-21371	Catface Range (ID# 21363-21371) spawns were drawn as 10 spawns on CHT# 9124004 although the herring spawn database lists 9 ID#s. The spawns were labelled; however, the LxW don't seem to match the spawn shapes. Spawn #1 might not be listed in the herring spawn database. Digitized the spawns, but did not assign the ID#s.	
1991	ID# 21357, 21362	Epper Pass (ID# 21357, 21362) spawns # 10 and 15 were the same length and width on CHT# 9124301. Digitized the spawn, but did not assign the ID#s.	
1992	ID# 21387	Matilda Inlet (ID# 21387) spawn #4 was drawn on land with an arrow pointing off CHT# 9224009. Could not digitize the spawn or assign the ID#.	
1992	ID# 23943-23950	Used the shapes drawn on the maps to digitize the spawn, but doubled checked them with the transect data.	
1993	ID# 25288-25289	Chetarpe Reserve (ID# 25288-25289) spawns were the same length and width on CHT# 9324008. Digitized the spawn, but did not assign the ID#s.	
1993	CHT# 9324008	Chetarpe Reserve spawn measuring 900 m on CHT# 9324008 was not listed in the herring spawn database. Digitized the spawn, but did the assign the ID#.	
1994	ID# 24728-24735	Used the shapes drawn on the maps to digitize the spawn, but doubled checked them with the transect data.	
1994	ID# 24730-24731	Hesquiat Peninsula (ID# 24731) and Antons Spit (ID# 24730) spawn shapes were the same as 1993 although the herring spawn database lists the lengths were being shorter in 1994. Digitized the spawns and assigned the ID#s.	
1994	**No CHT# or ID#**	There were 3 maps with 'Fly' written on it and highlighted areas where spawn was noted (no length and width data and some areas were covered by dive surveys). Did not digitize the spawn or assign the ID#s.	
1995	**ID# 25586-25587**	Holmes Inlet (ID# 25586-25587) spawns were not drawn on CHT# 9524004. Could not digitize the spawns or assign the ID#s.	
1996	**ID# 25653**	Hesquiat Point (ID# 25653) spawn transect #31 on CHT# 9624001 has no spawn according to the dive transect form. Could not digitized the spawn or assign the ID#s.	
1997	**ID# 9707004**	Hesquiat Point (ID# 9707004) spawn (transects #18-23) has no data for transects #19 and 21 on CHT# 9724001. Digitized spawn for the transect before to the half way point between the transect with data and the transect without data, and then started to digitize the spawn at the next transect with data. Could not digitize spawn for these transects.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 24
1997	**ID# 9707011**	Hesquiat Harbour (ID# 9707011) spawn (Transects # 46-54) has no data for transects #49, 51 and 53 on CHT# 97214001. Digitized spawn for the transect before to the half way point between the transect with data and the transect without data, and then started to digitize the spawn at the next transect with data. Could not digitize spawn for these transects.	
1997	ID# 9707045	Hesquiat Peninsula (ID# 9707045) spawn was 2800 metres long according the herring spawn database, but it appears shorter on CHT# 9724001. Digitized the spawn and assigned the ID#.	
1997	ID# 9708028	Starling Point (ID# 9708028) length was 2150m according the herring spawn database although on the spawn summary sheet that length was crossed out and replaced with 2350m in red pen. Digitized the spawn and assigned the ID#.	
1997	**ID# 9707049**	Ross Pass (ID# 9707049) spawn transect #102 was not drawn on CHT# 9724008. There was an arrow that points off the map with a "?". Could not digitize the spawn or assign the ID#.	
1997	**ID# 9724001**	Flores Island South (ID#9724001) spawn has not transect data. Could not digitize the spawn or assign the ID#.	

Statistical Area 25

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 25
1929	**ID# 21420-21422**	No map. Could not digitize the spawn or assign the ID#.	
1930	ID# 21423-21430	Spawns were not labelled on the maps. Digitized the spawns, but did not assign the ID#s.	
1931	ID# 21431-21438	Spawns were not labelled on the maps. Digitized the spawns, but did not assign the ID#s.	
1932	**ID# 21439-21443**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 21444-21446**	No map. Could not digitize the spawn or assign the ID#.	
1934	ID# 21449-21450	Queens Cove (ID# 21449-21450) spawns were not labelled on CHT# 3425001. Digitized the spawn, but did not assign the ID#s.	
1935	**ID# 21452-21453**	No map. Could not digitize the spawn or assign the ID#.	
1939	ID# 21472, 21477-21480	Kendrick Inlet (ID# 21477-21478), Ewing Creek (ID# 21472), and Marvinas Bay & Island (ID# 21479-21480) spawns were not labelled on CHT# 3925001. Digitized the spawn, but did not assign the ID#s.	
1940	**ID# 21481-21485**	No map. Could not digitize the spawn or assign the ID#.	
1943	ID# 21499-21500	Mary Basin (ID# 21499-21500) spawns were not labelled on CHT# 4325002. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments **Statistical Area 25**
1943	CHT# 4325001	Rosa Harbour spawn marked CHT# 4325001, but it was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.
1944	ID# 21509-21509	Kendrick Inlet (ID# 21509-21509) spawns were not labelled on CHT# 4425001. Digitized the spawn, but did not assign the ID#s.
1945	ID# 21511-21517	Ewin Inlet (ID# 21511), Bligh Is SW Shore (ID# 21512), Mary Basin (ID# 21513), Port Eliza (ID# 21514), Queen Cove (ID# 21515), Catala Island (ID# 21516), and Nuchatlitz Village (ID# 21517) spawns were not labelled on CHT# 4525001-4525003. Digitized the spawn, but did not assign the ID#s.
1946	ID# 21523-21525, 21527-21530	Ewin Inlet (ID# 21523-21525), Port Langford (ID# 21527-21528), Nuchatlitz Village (ID# 21529) and Rosa Island (ID# 21530) spawns were not clearly labelled on CHT# 4625001 and 4625003. Digitized the spawn, but did not assign the ID#s.
1948	ID# 21537-21545	Ewin Inlet (ID# 21537), Nuchatlitz Inlet (ID# 21538-21539), Queen Cove (ID# 21540), Port Langford (ID# 21541), Nuchatlitz Village (ID# 21542), Rosa Island (ID# 21543), Owossitsa Creek (ID# 21544), and Unknown Section 252 (ID# 21545) spawns were not clearly labelled on CHT# 4825001-4825003. Digitized the spawns, but did not assign the ID#s.
1951	ID# 21576-21577	False Channel (ID# 21576-21577) spawn was drawn as 1 spawn on CHT# 5125001 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.
1951	ID# 21569, 21580	Catala Island (ID# 21569) and Double Island (ID# 21580) spawns were not clearly labelled on CHT# 5125005. Digitized the spawn, but did not assign the ID#s.
1951	ID# 21572-21575, 21579	Nuchatlitz Village (ID# 21572-21575) and Outer Nuchatlitz (ID# 21579) spawns were not clearly labelled on CHT# 5125006. Digitized the spawn, but did not assign the ID#s.
1952	ID# 21584	Nuchatlitz Inlet (ID# 21584) spawn on CHT# 5225001 appears largely than the 960x9 m listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.
1953	**CHT# 5325002**	Outer Nuchatlitz area marked with "?" on CHT# 5325002. Spawn was not listed in the herring spawn database. Did not digitize the spawn or assign the ID#.
1953	ID# 21592-21594	Port Langford (ID# 21592-21593) and Nuchatlitz Village (ID# 21594) spawns were not clearly labelled on CHT# 5325002. Digitized the spawn, but did not assign the ID#s.
1953	ID# 21587-21588	Bligh Island SW Shore (ID# 21587-21588) spawn was not clearly labelled on CHT# 5325003. Digitized the spawn, but did not assign the ID#s.

Year	CHT# or ID#	Digitizer's Comments **Statistical Area 25**
1954	ID# 21602-21610	Port Langford (ID# 21602-21603), Nuchatlitz Village (ID# 21604-21605), False Channel (ID# 21606), and Outer Nuchatlitz (ID# 21607-21610) spawns were not clearly labelled or drawn on CHT# 5425006. Only digitized one spawn out of 8 spawns and did not assign the ID#s.
1954	ID# 21598-21600	Esperanza Inlet (ID# 21598-21600) spawns was not clearly labelled on CHT# 5425003. Digitized the spawn, but did not assign the ID#s.
1955	**ID# 21613-21617**	Bligh Island SW Shore (ID# 21613), Esperanza Inlet (ID# 21614), Port Langford (ID# 21615), Rosa Harbour (ID# 21616), and Strange Island (ID# 21617) No map. Could not digitize the spawn or assign the ID#.
1956	**ID# 21618-21646**	Tlupana Inlet (ID# 21618), Esperanza Inlet (ID# 21619), Nuchatlitz Inlet (ID# 21620-21643), Port Langford (ID# 21644), Owossitsa Creek (ID# 21645), and Marvinas Bay & Island (ID# 21646) No map. Could not digitize the spawn or assign the ID#.
1958	ID# 21684-21685	Kendrick Inlet (ID# 21684-21685) spawns were not labelled on CHT# 5825011. Digitized the spawn, but did not assign the ID#s.
1958	ID# 21673-21675	Owossitsa Creek (ID# 21673-21675) spawns were not labelled on CHT# 5825009. Digitized the spawn, but did not assign the ID#s.
1958	ID# 21669-21670	False Channel (ID# 21669-21670) spawns were not labelled on CHT# 5825008. Digitized the spawn, but did not assign the ID#s.
1958	ID# 21679-21681	Zeballos Inlet (ID# 21679-21681) spawns were not labelled on CHT# 5825006. Digitized the spawn, but did not assign the ID#s.
1958	ID# 21667-21668	Nuchatlitz Village (ID# 21667-21668) spawns were not labelled on CHT# 5825002. Digitized the spawn, but did not assign the ID#s.
1958	ID# 21671-21672	Rosa Harbour (ID# 21671-21672) spawns were not labelled on CHT# 5825001. Digitized the spawn, but did not assign the ID#s.
1959	ID# 21691-21695	Esperanza Inlet (ID# 21691-21695) spawns were not labelled on CHT# 5925008. Digitized the spawn, but did not assign the ID#s.
1959	ID# 21719-21720	Santa Gertrudis Cove (ID# 21719-21720) spawns were not labelled on CHT# 5925007. Digitized the spawn, but did not assign the ID#s.
1959	ID# 21689-21690	False Bay (ID# 21689-21690) spawns were not labelled on CHT# 5925005. Digitized the spawn, but did not assign the ID#s.
1959	ID# 21707-11716	Owossitsa Creek (ID# 21707-11716) spawns were not labelled on CHT# 5925004. Digitized the spawn, but did not assign the ID#s.
1959	ID# 21697-21703	Nuchatlitz Inlet (ID# 21697-21703) spawns were not labelled on CHT# 5925002. Digitized the spawn, but did not assign the ID#s.
1959	ID# 21704-21706	Nuchatlitz Village (ID# 21704-21706) spawns were not labelled on CHT# 5925001. Digitized the spawn, but did not assign the ID#s.
1961	ID# 21725-21726	Ewin Inlet (ID# 21725-21726) spawns were not labelled on CHT# 6125003. Digitized the spawn, but did not assign the ID#s.

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 25
1962	ID# 21729-21730	Ewin Inlet (ID# 21729) and Bligh Island SW Shore (ID# 21730) spawns were drawn as 1 unlabelled spawn on CHT# 6225003. Digitized the spawn, but did not assign the ID#s.	
1962	ID# 21732-21733	Queen Cove (ID# 21732-21733) spawns were not labelled on CHT# 6225002. Digitized the spawn, but did not assign the ID#s.	
1963	CHT# 6325005	Nootka Cannery spawn on CHT# 6325005 was not included in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1963	**ID# 21735**	Zuciarte Channel (ID# 21735) No map. Could not digitize the spawn or assign the ID#.	
1964	ID# 21748-21749	Ewin Inlet (ID# 21748-21749) spawns were not labelled on CHT# 6425007. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 21751-21752	Spanish Pilot Group (ID# 21751-21752) spawns were not labelled on CHT# 6425006. Digitized the spawn, but did not assign the ID#s.	
1966	ID# 21774-21775	Spanish Pilot Group (ID# 21774-21775) spawns were not labelled on CHT# 6625004. Digitized the spawn, but did not assign the ID#s.	
1966	ID# 21776-21778	Nuchatlitz Inlet (ID# 21776-21778) spawns were not labelled on CHT# 6625002. Digitized the spawn, but did not assign the ID#s.	
1966	ID# 21780-21781	Nuchatlitz Village (ID# 21780) and Rosa Harbour (ID# 21781) spawns were not labelled on CHT# 6625001. Digitized the spawns, but did not assign the ID#s.	
1966	**ID# 21773, 21779, 21782**	Burdwood Point (ID#21773), Port Langford (ID# 21779), and Outer Nuchatlitz (ID# 21782) No map. Could not digitize the spawn or assign the ID#.	
1971	ID# 21849-21851	Nuchatlitz Village (ID# 21849-21851) spawn was drawn as 2 spawns on CHT# 7125006 although the herring spawn database lists 3 ID#s. Digitized the spawns, but did not assign the ID#s	
1971	ID# 21856-21857	Cook Channel (ID# 21856-21857) spawns were not labelled on CHT# 7125007. Digitized the spawn, but did not assign the ID#s.	
1971	ID# 21859-21860	Friendly Cove (ID# 21859-21860) spawns were not labelled on CHT# 7125005. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 21871, 21876	Nuchatlitz Village (ID# 21871, 21876) spawns #3-4 were drawn as 1 spawn on CHT# 7225008. Digitized the spawn, but did not assign the ID#s.	
1972	ID# 21867, 21875	Nuchatlitz Village (ID# 21867, 21875) spawns # 1 and 5 were the same length and width on CHT# 7225008. Digitized the spawn, but did not assign the ID#s.	
1972	**ID# 21884**	Rosa Harbour (ID# 21884) spawn #1 was not drawn on CHT# 7225007. Could not digitize the spawn or assign the ID#.	
1973	**ID# 21896**	Cook Channel (ID# 21896) spawn was not drawn on CHT# 7325004. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 25
1975	ID# 21921-21923	McKay Pass (ID# 21921-21923) spawns were not labelled on CHT# 7525003. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 21919-21920	Outer Nuchatlitz (ID# 21919-21920) spawns were not labelled on CHT# 8525005. Digitized the spawn, but did not assign the ID#s.	
1976	ID# 21941, 21943	Friendly Cove (ID# 21941, 21943) spawns #1 and 5 were the same length and width on CHT# 7625003. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 21967-21968	Outer Nuchatlitz (ID# 21967-21968) spawns #2 and 4 were the same length and width on CHT# 7725003. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 21947-21948	Port Langford (ID# 21947-21948) spawns #1 and 3 were the same length and width on CHT# 7725002. Digitized the spawn, but did not assign the ID#s.	
1977	ID# 21971-21972	Friendly Cove (ID# 21971-21972) spawns #2-3 were the same length and width on CHT# 7725001. Digitized the spawn, but did not assign the ID#s.	
1978	ID# 21976	Port Langford (ID# 21976) spawn #10 has no end of spawn marked on CHT# 7825002. Did not digitize the spawn or assign the ID#.	
1978	**ID# 21988-21991**	Outer Nuchatlitz (ID# 21988-21991) spawns were not drawn on CHT# 7825003. Could not digitize the spawns or assign the ID#s.	
1978	**ID# 21984-21987**	Nuchatlitz Village (ID# 21984-21987) spawns were not drawn on CHT# 7825001. Could not digitize the spawns or assign the ID#s.	
1979	**ID# 22040-22041**	Bajo Point (ID# 22040-22041) No map. Could not digitize the spawn or assign the ID#.	
1980	**ID# 22052-22055, 22057, 22059-22060, 22062**	Port Langford (ID# 22052-22055, 22057, 22059-22060, 22062) spawns were not drawn on CHT# 8025007. Could not digitize the spawns or assign the ID#s.	
1980	ID# 22071-22075, 22077-22080, 22086	Outer Nuchatlitz (ID# 22071-22075, 22077-22080, 22086) spawns were not drawn on CHT# 8025006. Digitized the spawn, but did not assign the ID#s.	
1980	**ID# 22070, 22076, 22081, 22084, 22087**	Outer Nuchatlitz (ID# 22070, 22076, 22081, 22084, 22087) spawns #3 and 5-8 were not drawn on CHT# 8525004 and 8525005. Could not digitize the spawns or assign the ID#s.	
1980	ID# 22046, 22051	Nuchatlitz Inlet (ID# 22046, 22051) spawns #4-5 were the same length and width on CHT# 8025003. Digitized the spawns, but did not assign the ID#s.	
1980	ID# 22066-22067	Rosa Harbour (ID# 22066-22067) spawns #1 and 3 were the same length and width on CHT# 8025002. Digitized the spawn, but did not assign the ID#s.	
1980	CHT# 8025001	Skuna Bay and Beano Creek spawns on CHT# 8025001 were not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 25
1981	ID# 22091, 22096	Nuchatlitz Inlet (ID# 22091, 22096) spawns #2-3 were the same length and width on CHT# 8125004. Digitized the spawns, but did not assign the ID#s.	
1982	ID# 22138, 22144	Port Langford (ID# 22138, 22144) spawns #2 and 4 were the same length and width on CHT# 8225001. Digitized the spawn, but did not assign the ID#s.	
1984	ID# 22215-22216	Friendly Cove (ID# 22215-22216) spawns drawn as 1 unlabelled spawn on CHT# 8425001 although the herring database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1985	**ID# 22217-22219, 22223, 22225-22226**	Nuchatlitz Inlet (ID# 22217-22219, 22223, 22225) and Rose Harbour (ID# 22226) spawns were not clearly drawn on CHT# 8525001. Looks like the map got wet and was very hard to read. Could not digitize the spawns or assign the ID#s.	
1986	ID# 22236, 22240	Nuchatlitz Inlet (ID# 22236, 22240) spawns were drawn as 1 unlabelled spawn on CHT# 8625008 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1990	ID# 22364, 22368	McKay Passage (ID# 22364) and Santa Gertrudis Cove (ID# 22368) spawn #13 and 9 were drawn as one continuous spawn on CHT# 9025006. Digitized the spawn, but did not assign the ID#s.	
1993	**ID#24605**	Inner Nuchatlitz (ID#24605) spawn transects were not marked on a map. Could not digitize the spawn or assign the ID#.	
1995	**ID# 25455**	Rosa Harbour (ID# 25455) spawn transect #23 was not marked on CHT# 9525003. Could not digitized the spawn for this transect. Digitized spawn for Rosa Harbour transects # 17-19, and 22 and assigned the ID#.	

Statistical Area 26

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 26
1928	**ID# 22378-22382**	No map. Could not digitize the spawn or assign the ID#.	
1929	**ID# 22383-22388**	No map. Could not digitize the spawn or assign the ID#.	
1930	**ID# 22389-22394**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 22395-22399**	No map. Could not digitize the spawn or assign the ID#.	
1932	**ID# 22400-22404**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 22405-22407**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 22408-22412**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 26
1935	**ID# 22413-22416**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 22417-22426**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 22427-22434-**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 22435-22444**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 22445-22454**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 22455-22464**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 22465-22471**	No map. Could not digitize the spawn or assign the ID#.	
1942	**ID# 22472-22481**	No map. Could not digitize the spawn or assign the ID#.	
1943	**ID# 22482-22490**	No map. Could not digitize the spawn or assign the ID#.	
1944	**ID# 22491-22498**	No map. Could not digitize the spawn or assign the ID#.	
1945	**ID# 22499-22507**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 22508-22511**	No map. Could not digitize the spawn or assign the ID#.	
1947	**ID# 22513, 22517**	Amai (Deep) Inlet (ID# 22513) and McLean Island (ID# 22517) No map. Could not digitize the spawn or assign the ID#.	
1947	ID# 22518-22519	Malksope Inlet (ID# 22518-22519) spawn was drawn as 1 spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1947	ID# 22520-22521	Nasparti Inlet (ID# 22520-22521) spawn was drawn as 1 spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1947	ID# 22514-22516	Clanninick Cove (ID# 22514-22516) spawns were not labeled on the map. Digitized the spawn, but did not assign the ID#s.	
1948	ID# 2522-25523	Union Island West (ID# 2522-25523) spawn was drawn as 3 unlabelled spawn on CHT# 4826002 although the herring spawn database lists 2 ID#s. Digitized the spawns, but did not assign the ID#s.	
1950	ID# 22563-22564	Clanninick Cove (ID# 22563-22564) spawns were the same length and width on CHT# 5026002. Digitized the spawns, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 26
1951	**ID# 22573-22580**	Union Island West (ID# 22573), Clanninick Cove (ID# 22574), Rugged Point (ID# 22575), McLean Island (ID# 22576-22578), Malksope Inlet (ID# 22579), and Nasparti Inlet (ID# 22580) No map. Could not digitize the spawn or assign the ID#.	
1952	ID# 22582-22585	Dutchies Cove + (ID# 22582-22585) spawns were not labelled on CHT# 5226002. Digitized the spawn, but did not assign the ID#s.	
1953	ID# 22593-22594	Amos Island (ID# 22593-22594) spawns #6-7 were drawn as 1 continuous spawn on CHT# 5326001 although the herring spawn database lists 2 ID#s. Digitized the spawns, but did not assign the ID#s.	
1954	ID# 22606, 22608	Malksope Inlet (ID# 22606, 22608) spawns #1-2 were drawn as 1 continuous spawn on CHT# 5426003 although the herring spawn database lists 2 ID#s. Digitized the spawns, but did not assign the ID#s.	
1956	ID# 22628-22630	Dutchies Cove + (ID# 22628-22630) spawns were drawn as 2 unlabelled spawns on CHT# 5626003 although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	
1958	**ID# 22649-22630**	Amai (Deep) Inlet (ID# 22649-22650) No map. Could not digitize the spawn or assign the ID#.	
1960	**ID# 22668**	Amai (Deep) Inlet (ID# 22668) No map. Could not digitize the spawn or assign the ID#.	
1968	**ID# 22707**	Dutchies Cove + (ID# 22707) No map. Could not digitize the spawn or assign the ID#.	
1975	7526003	McLean Island (ID# 22732-22733) spawns #2-3 were not labelled on CHT# 7526003. Digitized the spawn, but did not assign the ID#s.	
1977	**ID# 22739-22740**	McLean Island (ID# 22739-22740) No map. Could not digitize the spawn or assign the ID#.	
1979	**ID# 22741-22743**	Clanninick Cove (ID# 22741), Ououkinsh Inlet (ID# 22742) and Nasparti Inlet (ID# 22743) No map. Could not digitize the spawn or assign the ID#.	
1981	CHT# 8126001-8126002	Clanninick Cove and Kamil Island spawns on were not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

Statistical Area 27

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 27
1929	**ID# 22744-22746**	No map. Could not digitize the spawn or assign the ID#.	
1930	**ID# 22747-22748**	No map. Could not digitize the spawn or assign the ID#.	
1931	**ID# 22749-22752**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 27
1932	**ID# 22753-22754**	No map. Could not digitize the spawn or assign the ID#.	
1933	**ID# 22755-22756**	No map. Could not digitize the spawn or assign the ID#.	
1934	**ID# 22757-22760**	No map. Could not digitize the spawn or assign the ID#.	
1935	**ID# 22761-22763**	No map. Could not digitize the spawn or assign the ID#.	
1936	**ID# 22764-22766**	No map. Could not digitize the spawn or assign the ID#.	
1937	**ID# 22767-22769**	No map. Could not digitize the spawn or assign the ID#.	
1938	**ID# 22770-22776**	No map. Could not digitize the spawn or assign the ID#.	
1939	**ID# 22777-22785**	No map. Could not digitize the spawn or assign the ID#.	
1940	**ID# 22786-22796**	No map. Could not digitize the spawn or assign the ID#.	
1941	**ID# 22797-22806**	No map. Could not digitize the spawn or assign the ID#.	
1946	**ID# 22847**	Klaskino Inlet (ID# 22847) No map. Could not digitize the spawn or assign the ID#.	
1948	ID# 22865-22866	Browning Inlet (ID# 22865-22866) spawn was drawn as 1 spawn (labelled with 2 spawn dates) on the map although the herring spawn database lists 2 ID#s. Digitized the spawns, but did not assign the ID#s.	
1949	ID# 22874-22875	Hazard Point (ID# 22874-22875) spawn was drawn as 1 spawn (labelled with 2 spawn dates) on the map although the herring spawn database lists 2 ID#s. Digitized the spawns, but did not assign the ID#s.	
1949	ID# 22871-22872, 22877	Forward Inlet (ID# 22871-22872) and Greenwood Point (ID# 22877) spawn was drawn as 2 unlabelled spawns although the herring spawn database lists 3 ID#s. Digitized the spawns, but did not assign the ID#s.	
1950	**ID# 22878-22886**	No map. Could not digitize the spawn or assign the ID#.	
1951	**ID# 22887-22897**	No map. Could not digitize the spawn or assign the ID#.	
1952	**ID# 22898-22906**	No map. Could not digitize the spawn or assign the ID#.	
1953	**ID# 22907-22917**	No map. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 27
1954	**ID# 22918-22926**	No map. Could not digitize the spawn or assign the ID#.	
1955	**ID# 22927-22933**	No map. Could not digitize the spawn or assign the ID#.	
1956	**ID# 22937**	Forward Inlet (ID# 22937) No map. Could not digitize the spawn or assign the ID#.	
1961	**CHT# 6127001**	South of Hazard Point an area was marked with "?" on CHT# 6127001 and it was not listed in the herring spawn database. Did not digitize the spawn or assign the ID#.	
1961	CHT# 6127002	Lesson Harbour spawns for March 6 and February 13 on CHT# 6127002 were not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	
1963	**ID# 22952**	Holberg Narrows (ID# 22952) No map. Could not digitize the spawn or assign the ID#.	
1968	**ID# 22976-22978**	Winter Harbour (ID# 22976-22977) and Unknown Section 271 (ID# 22978) No map. Could not digitize the spawn or assign the ID#.	
1969	ID# 22987-22989	Klaskino Inlet (ID# 22987-22989) spawn was drawn as 1 unlabelled spawn on CHT# 6927001 although the herring spawn database lists 3 ID#s. Digitized the spawn, but did not assign the ID#s.	
1969	ID# 22979-22986	Klaskish Inlet (ID# 22979-22986) spawns were not labelled on CHT# 6927003. Digitized the spawns, but did not assign the ID#s.	
1970	ID# 23003-23004. 23006	Klaskino Inlet (ID# 23003-23004. 23006) spawns were not clearly labelled on CHT# 7027001. Although the spawns on the map were labelled the corresponding spawn data was not. Digitized the spawn, but did not assign the ID#s.	
1975	ID# 23042-23045	Winter Harbour (ID# 23042-23045) spawns were not clearly labelled on CHT# 7027001. Although the spawns on the map were labelled the corresponding spawn data was not. Digitized the spawn, but did not assign the ID#s.	
1980	ID# 23143-23144	McDougal Island (ID# 23143-23144) spawn #1-2 were drawn as 1 spawn on CHT# 8027007. Digitized the spawn, but did not assign the ID#s.	
1981	**ID# 23166-23169**	Leeson Harbour (ID# 23166-23169) No map. Could not digitize the spawn or assign the ID#.	
1983	ID# 23221	Hunt Islets (ID# 23221) spawn length on CHT# 8327001 was 100 yards although the herring spawn lists the length as 11 m. Digitized the spawn and assigned the ID#.	
1985	ID# 23240-23241	Winter Harbour (ID# 23240-23241) spawns #3-4 were the same length and width on CHT# 8527002. Digitized the spawn, but did not assign the ID#s.	
1986	ID# 23259-23260	North Harbour (ID# 23259-23260) spawns #1-2 were the same length and width according to the herring spawn database. However spawn #1 was 100x20m and spawn #2 was 100x10m on CHT# 8627001. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 27
1987	**ID# 23261-23266**	Leeson Harbour (ID# 23261-23263) and Hazard Point (ID# 23264-23266) No map. Could not digitize the spawn or assign the ID#.	
1988	CHT# 8827002	Leeson Harbour spawn #3 on CHT# 8827002 was SOK and it was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1989	**ID# 23292**	Leeson Harbour (ID# 23292) spawn #2 was not drawn on CHT# 8927002. Could not digitize the spawn or assign the ID#.	
1989	CHT# 8927002	Leeson Harbour spawn #3 on CHT# 8927002 was SOK and it not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#.	
1993	**ID# 24607-24615**	North Harbour (ID# 24607), Browning Inlet (ID# 24608-24609), Flint Rock (ID# 24610), Forward Inlet (ID# 24611), Hazard Point (ID# 24612), Matthews Island (ID# 24613), Klaskish Anchorage (ID# 24614) and Klaskish Inlet (ID# 24616) No map. Could not digitize the spawn or assign the ID#.	
1994	**ID# 24746-24755**	Hazard Point (ID# 24746), Quashtin Creek (ID# 24747), Winter Harbour (ID# 24748), Wedel Island (ID# 24749), Flint Rock (ID# 24750), Forward Inlet (ID# 24751), North Harbour (ID# 24752), Browning Inlet (ID# 24753-24754), and Matthews Island (ID# 24755) No map. Could not digitize the spawn or assign the ID#.	
1997	**ID# 9727001-9727002**	Rupert Inlet (ID# 9727001) and Klaskish Inlet (ID# 9727002) No map. Could not digitize the spawn or assign the ID#.	

Statistical Area 28

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 28
1934	**ID# 23316-23318**	No map. Could not digitize the spawn or assign the ID#.	
1961	**ID# 23322**	Squamish (ID# 23322) spawn was hard to determine where the spawn was located on the map. Poorly drawn map. Could not digitize the spawn or assign the ID#.	
1962	ID# 23323, 23325	Squamish (ID# 23323, 23325) spawn drawn as 1 continuous spawn. Digitized the spawn, but did not assign the ID#s.	
1928-2002	No CHT# or ID#	Squamish archive map appeared different than the TRIM base map. Digitized the spawn as best as possible.	

Statistical Area 29

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 29
1955	**ID# 23356-23357, 23359-23360, 23362**	Sechelt (ID# 23356-23357) and Point Roberts (ID# 23359-23360, 23362) No map. Could not digitize the spawn or assign the ID#.	
1955	**ID# 23358**	Mud Bay (ID# 23358) spawn was drawn on a hand drawn map and cannot determine where the spawn should be digitized. Could not digitize the spawn or assign the ID#.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 29
1958	**ID# 23364**	Boundary Bay (ID# 23364) No map. Could not digitize the spawn or assign the ID#.	
1959	**ID# 23365**	Boundary Bay (ID# 23365) No map. Could not digitize the spawn or assign the ID#.	
1961	**ID# 23368**	Boundary Bay (ID#23368) No map. Could not digitize the spawn or assign the ID#.	
1963	ID# 23382, 23376	Boundary Bay (ID# 23382, 23376) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (2541x274m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 23378-23379	Boundary Bay (ID#23378-23379) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (2742x160m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1963	ID# 23383, 23377	Boundary Bay (ID# 23383, 23377) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (3290x114m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 23385, 23390	Boundary Bay (ID# 23385, 23390) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (1462x183m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 23391, 23387	Boundary Bay (ID# 23391, 23387) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (1828x274m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 23392, 23388	Boundary Bay (ID# 23392, 23388) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (2376x229m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 23389, 23386	Boundary Bay (ID# 23389, 23386) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (1828x183m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1964	ID# 23380-23381	Boundary Bay (ID# 23380-23381) spawn was drawn as 1 unlabelled spawn although the herring spawn database lists 2 ID#s that have the same LxW (1554x18m), but occur on different dates. Digitized the spawn, but did not assign the ID#s.	
1967	ID# 23400-23407	Boundary Bay (ID# 23400-23407) spawn was drawn as 5 unlabelled spawns on the map although the herring spawn database lists 8 ID#s. Digitized the spawn, but did not assign the ID#s.	
1968	ID# 23409-23410	Boundary Bay (ID# 23409-23410) spawn was drawn as 1 unlabelled spawn on the map although the herring spawn database lists 2 ID#s. Digitized the spawn, but did not assign the ID#s.	

Year	CHT# or ID#	Digitizer's Comments	Statistical Area 29
1975	**ID# 23433**	Boundary Bay (ID#23433) No map. Could not digitize the spawn or assign the ID#.	
1976	**ID# 23435**	Boundary Bay (ID#23435) No map. Could not digitize the spawn or assign the ID#.	
1981	No CHT# or ID#	Boundary Bay spawn (4 spawns) was not listed in the herring spawn database. Digitized the spawn, but did not assign the ID#s.	

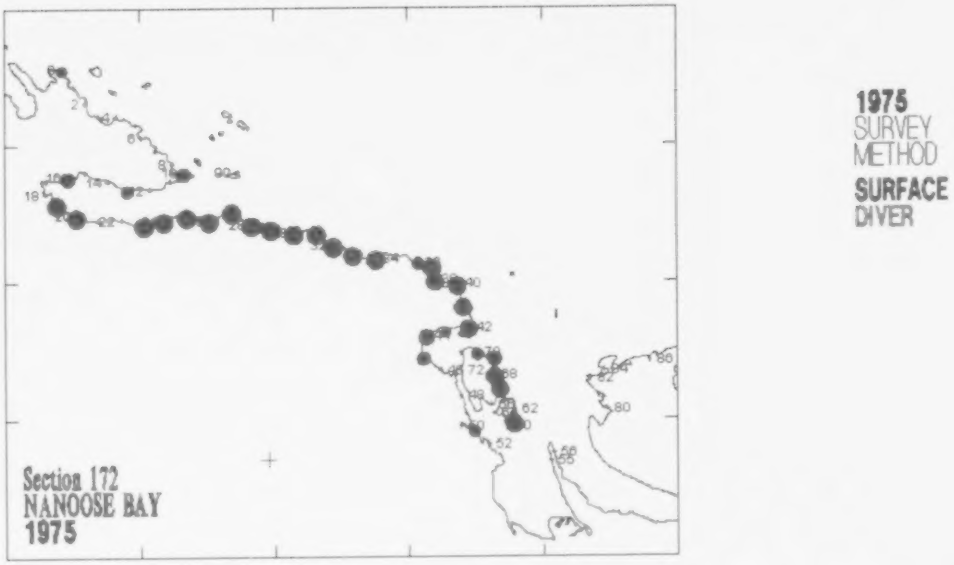
Section 172
NANOOSE BAY
1975
1975
SURVEY
METHOD
SURFACE
DIVER

Figure 1. An example of a single year (1975) CHS-based, kilometre shoreline map using standard reference positions. Herring spawn distributions are graphically depicted in Section 172 (Nanoose Bay).

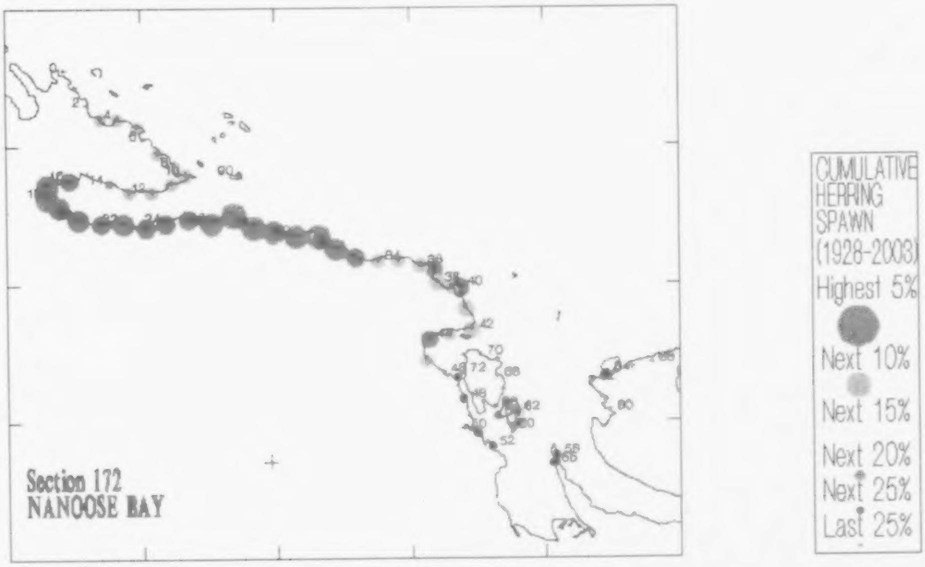
Section 172
NANOOSE BAY
CUMULATIVE
HERRING
SPAWN
(1928-2003)
Highest 5%
Next 10%
Next 15%
Next 20%
Next 25%
Last 25%

Figure 2. An example of a CHS-based, cumulative spawn map using standard reference points. Cumulative herring spawn (1928-2003) is graphically depicted in Section 172 (Nanoose Bay).

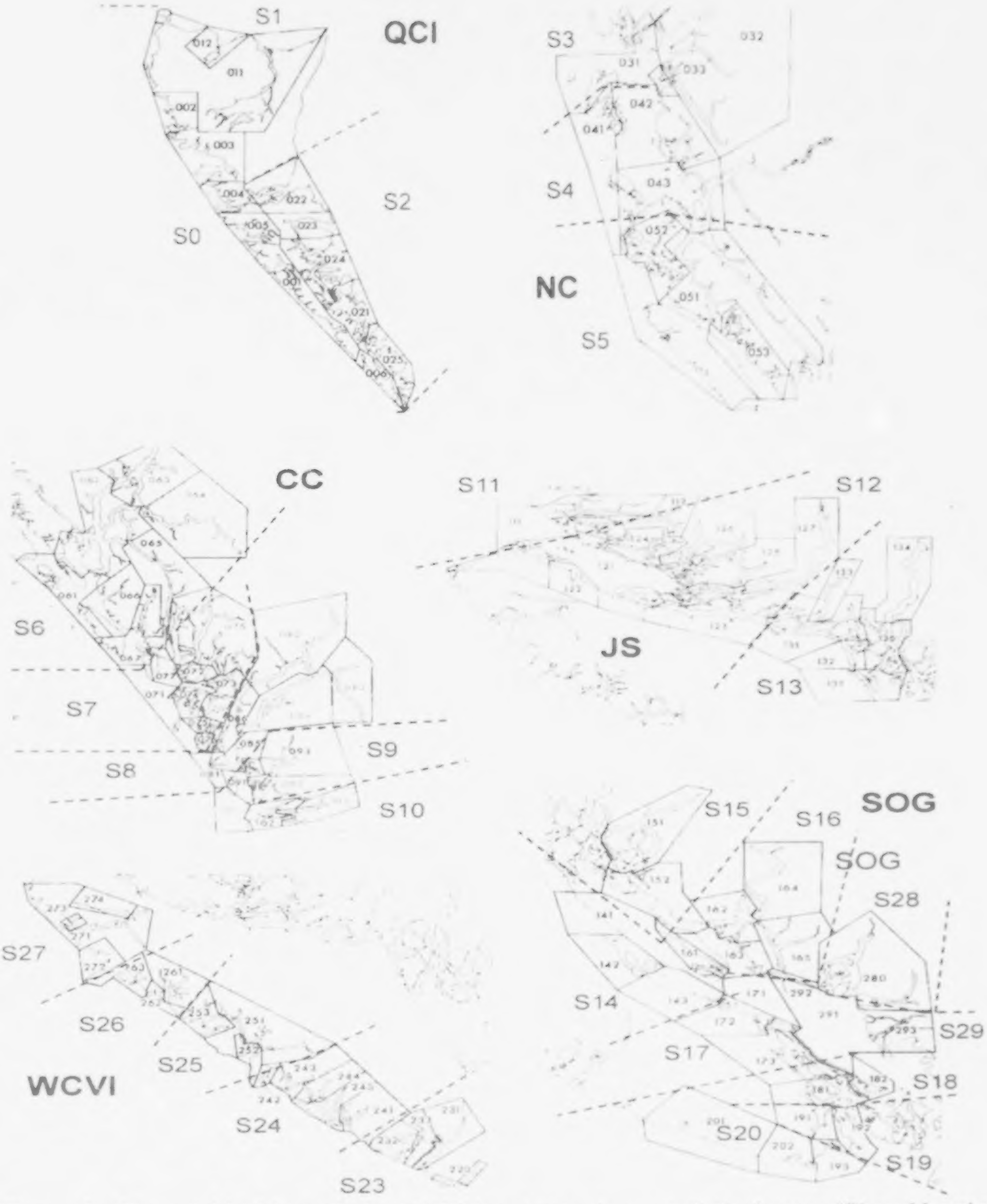
QCI
S0
S1
S2
NC
S3
S4
S5
CC
S6
S7
S8
S9
S10
JS
S11
S12
S13
SOG
S14
S15
S16
SOG
S17
S18
S19
S20
S28
S29
WCVI
S23
S24
S25
S26
S27

Figure 3. Geographical boundaries of BC herring regions, statistical areas (S) and herring sections (3-digit numbers shown on each map).

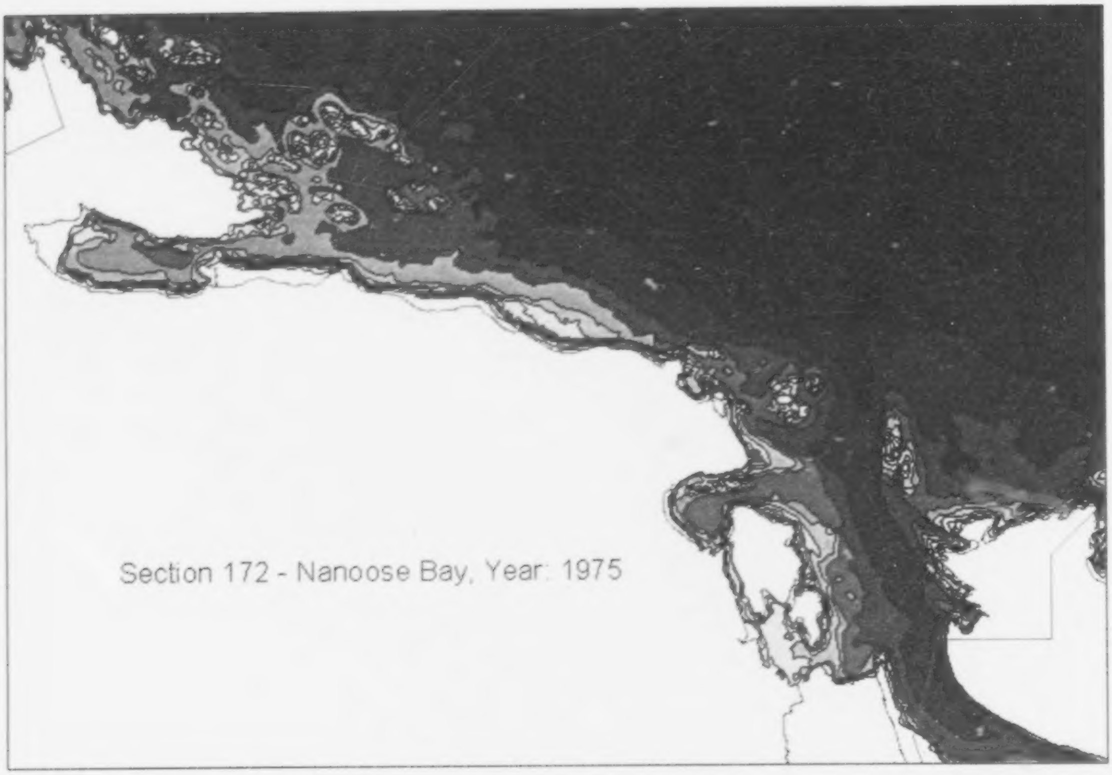
Section 172 - Nanoose Bay, Year: 1975

Figure 4. An example of a single year (1975) TRIM-digitized, herring spawn map (red polygons) overlaid on a CHS bathymetry map. This spawn map can be compared with a corresponding spawn kilometre reference position map shown in Figure 1.

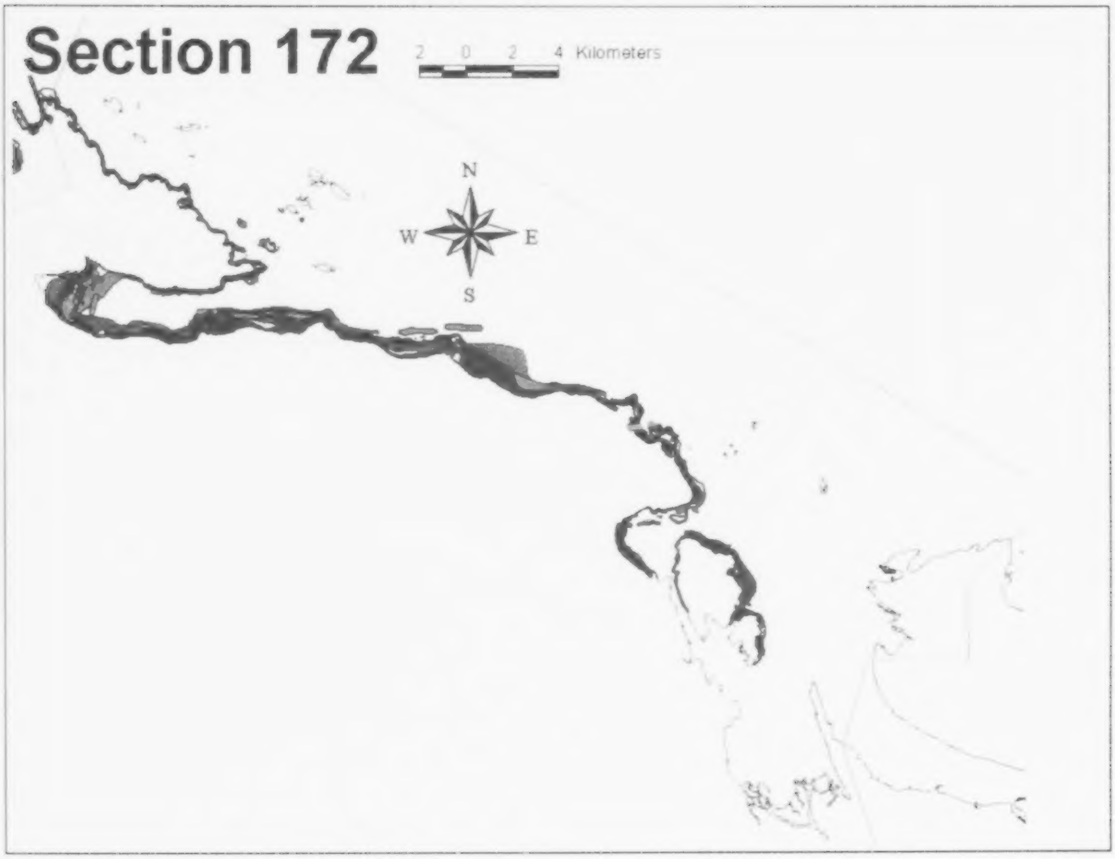

Figure 5. An example of multiple year, TRIM-digitized spawn polygons overlaid over a TRIM base map. Herring spawns in Section 172 (Nanoose Bay) are shown during the years 1930 to 1997. Spawn polygons are overlaid (different colour for each year) with more recent herring spawns shown on top of previous year, spawn polygons.

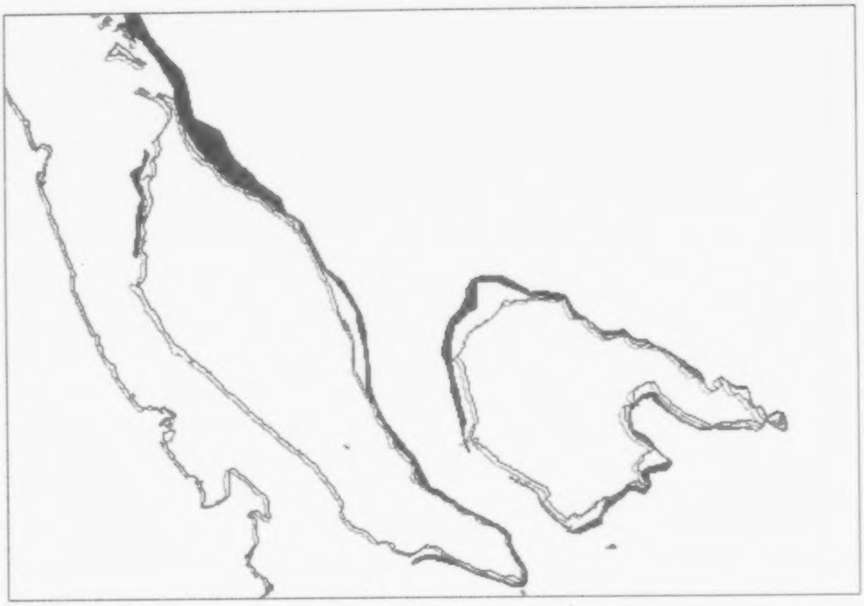

Figure 6. An example of a TRIM base map (red line) overlaid on a CHS base map (black line) demonstrating a "shoreline shift" discrepancy between the two base maps. TRIM-digitized, herring spawn polygons (blue) are not shown in correct positions relative to CHS shoreline or bathymetry. Herring spawns will appear closer to eastern shorelines and further away from western shorelines if a CHS base map is used to display TRIM spawn polygons.